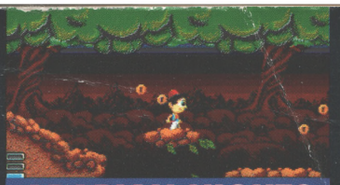
SILVER ANNIVERSARY ISSUE!

DESERT STRIKE

FLASHBACK


ARABIAN NIGHTS

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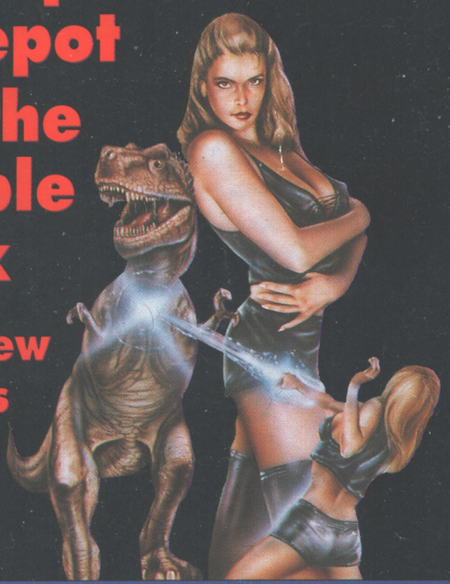
AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

The superhuman saucepot and the terrible T-Rex



We review Loriciel's Entity inside

NEW IMPROVED ALL-TIME TOP 100!

DAM GOOD!
THE BEST DEMOS BY FAR!

YOURS WITH ISSUE 25 OF AMIGA POWER

BEAVERS

One whole level of platform-hoppin', star-collectin', baddie-bashin', playful-rompin' action from Grandslam.

disk 25

ENTITY

Huge full level with lots of lush scenery, a cute babe in leather boots and loads of dinosaurs – what are you waiting for?

AMIGA POWER one meg

IT'S JUST WHAT YOU'VE BEEN WAITING FOR!

ISSUE 25

MAXIS

Inspired by James Lovelock's Gaia hypothesis, Sim Earth looks at the world as one interrelated living organism offering you the ultimate experience in planet management. Design and nurture planets from their creation through the evolution of life to the development of intelligence and technology that can reach for the stars.

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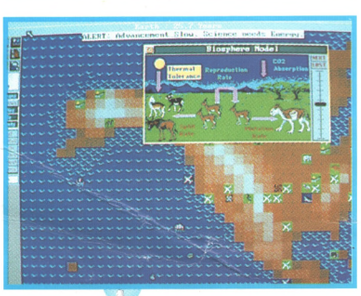
AVAILABLE FOR: Macintosh, IBM PC, Windows and Amiga.

CU AMIGA 93%
"Staggering in every way. A once in-a-lifetime product. Simply incredible."



*Choose from seven different planet scenarios.

*Rule unlimited random worlds.

*Terraform Venus and Mars.

*View your worlds as flat projections or spinning globes.

*Unleash volcanoes, earthquakes, meteors and tidal waves.

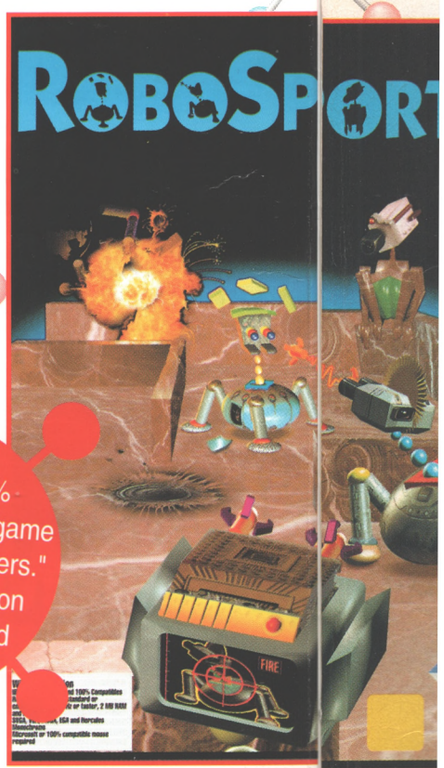
*Choose from 24 battlefields.

*Use the powerful icon-driven command language: with a simple point and click, robots can be instructed to commence in full melee.

*Challenge your friends (and enemies) through network support for up to four machines.

*Use modem and serial link to mix and match games on Macintosh, Amiga or Windows versions.

AMIGA FORMAT 90%
"Perfect hook-up game for up to four players."
"Plenty of variation in gameplay and scenarios."

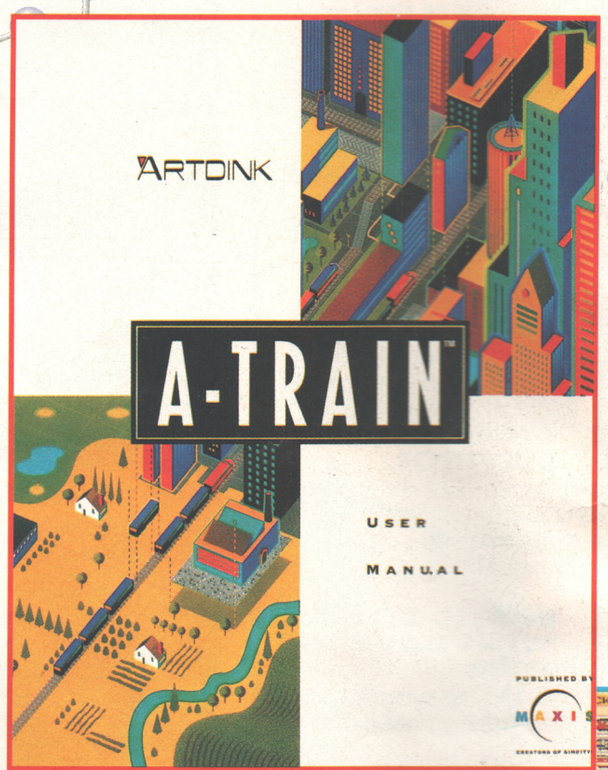


AVAILABLE FOR: Macintosh, Windows and Amiga.

Armed with bombs, bullets, missiles, grenades and more, you control teams of Robots that compete in five different sports: Survival, Treasure Hunt, Capture the Flag, Hostage and Baseball. By combining the tactical challenge of chess with the intensity of guerrilla warfare, RoboSport provokes total strategic mayhem. TM & © 1991 Maxis and Edward Kilham. All rights reserved.

OCEAN SOFTWARE LIMITED . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ

MAGIC



*Simulated 3-D graphics provide map and satellite views.

*Choose from 19 different train engines.

*Pick any 24 OTC stocks to reap extra profits.

*Build apartments, offices, factories, ski resorts, amusement parks and more.

*Get all of the professional advice you need from the many on-screen experts in A-Train.

AVAILABLE FOR: IBM PC, Macintosh and Amiga.

Sure A-Train has trains... but there's a lot more to it than making tracks. This new simulation gives you the triple challenge of designing and running a profitable railroad, growing a city and building a financial empire. You can borrow money, invest in subsidiary business and dabble in the stock market as well. Six scenarios will take all the organisational talent, planning skills and fiscal genius you've got.

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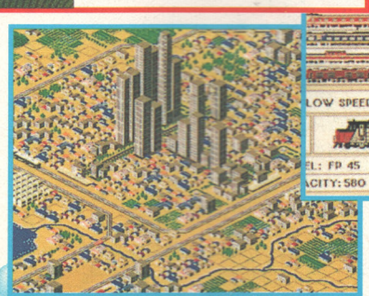

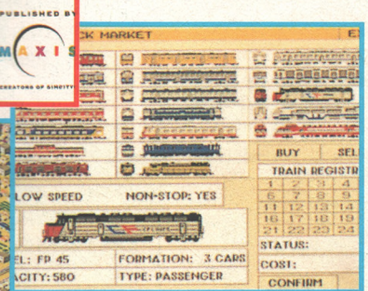

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THIS IS AMIGA POWER

AMIGA POWER

ISSUE 25 MAY 1993

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STUART WOULD JUST LIKE TO SAY:
'Show me a good loser and I'll show you a loser'

TIM WOULD JUST LIKE TO SAY:
'Hey you aliens, get your heads on'

DAVE WOULD JUST LIKE TO SAY:
'The TV will not be revolutionised'

JACQUIE WOULD JUST LIKE TO SAY:
'You cack-handed old witch'

MARK WOULD JUST LIKE TO SAY:
'Just another victim of the boiled frog theory'

LISA WOULD JUST LIKE TO SAY:
'I would, but I haven't got any money'

LINDA WOULD JUST LIKE TO SAY:
'Sorry I'm late.'

AMIGA POWER comes to you from Future Publishing, home of Amiga Format, ST Format, Amiga Shopper, Mega, Super Play, Your Sinclair, Commodore Format, Amstrad Action, Sega Power, TOTAL!, and GamesMaster magazine.

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10 TRUE STORIES
We've got the latest news on Amiga Format Live!, a word from Zool, something intriguing called The Secret Garden and all the gen on a few up-and-coming releases.

13 THE GALLUP CHARTS
Suspense and competition – there's nothing quite like it for fostering team bickering and pathetic penny gambling.

14 THE SHAPE OF THINGS TO COME
Sit back and take a look at *Beavers*,take a look at *Prime Mover*, take a look at... ooh, loads more.

72 PSYGNOSIS/ LEMMINGS 2/ AMIGA POWER COMPETITION
You want *Lemmings 2* goodies? You got 'em! There's badges, mugs, records, games, T-shirts and lots of other lovely things that we'd just love to give to you.

74 BACK ISSUES/ MAIL ORDER
We don't know where we'd be without our binders. Shouldn't you get a couple too?

77 COMPLETE CONTROL
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86 PUBLIC DOMAIN WITH DAVE THE DRUMMER
Our very own supreme sticksman, and popular cheapskate, with the pick of this month's PD.

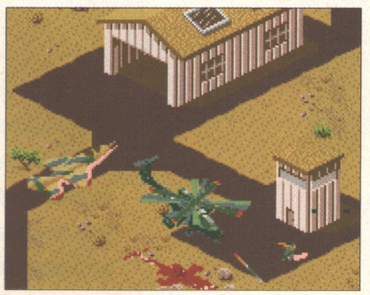
88 GREMLIN/ PREMIER MANAGER/AMIGA POWER COMPO
Get that bod in summer shape by winning a York Multi-Gym worth £400. It's matt, it's black and it'll make you look darn sexy.

90 DO THE WRITE THING
Your chance to say what you really think and our chance to disagree with you.

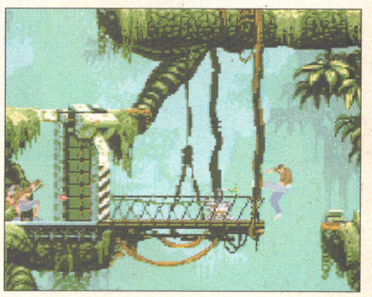
112 SUBSCRIBE TO AMIGA POWER
This is actually a limited offer, so take advantage of it. Quick!

114 THE RIGHT PROFILE
Steve Kelly undergoes the third degree.

GAMES OF THE M



DESERT STRIKE
Yep! It's really here and it's really gripping, apparently.
Page 24



FLASHBACK
Flash... Ahhaaa. Saviour of the universe – or just a minion?
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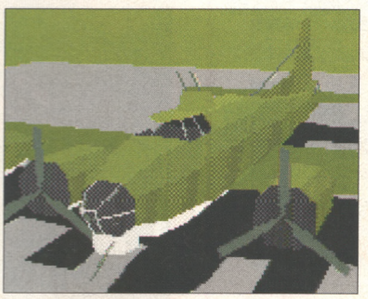

B17
There was a B17 in Memphis Belle, and here's another one.
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ENTITY
Okay, so it's got dinosaurs in it – but does that mean it's good?
Page 38

SIM CITY DELUXE
An enhanced version of the classic god sim.
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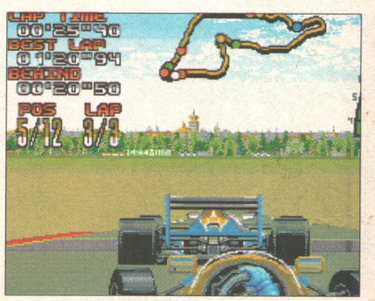

NIGEL MANSELL
The A1200 version zooms into view, but how much faster is it?
Page 76

83 FASTER, PUSSYCAT! KILL, KILL, KILL!

Mark Winstanley dons sinister shades and joyously revels in the most violent games ever to be seen on the Amiga. You'll be blown away.

OVER 300
GAMES RATED IN EVERY ISSUE!

MONTH

ARABIAN NIGHTS
Cutesome puzzles and an Evil Vizier. How sweet!

Page 32

LETHAL XCESS
It's lethal, it's, erm, excessive and it's on...

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AMIGA FORMAT LIVE!

From the 7th to the 9th of May you can meet the AMIGA POWER team at Wembley. As part of Amiga Format Live '93, they'll be at the AMIGA POWER arcade along with the latest blockbusting games!

ALL-TIME top GAMES

43

It's AMIGA POWER's second birthday and, to celebrate, we've updated the All-Time Top 100. We've taken our last Top 100, the Readers' Top 100 and our own personal faves, and we've compiled what we think is the most definitive chart so far. Read on and argue among yourselves.

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MAY

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WIN! A MULTI-GYM AND WORK THOSE PECS!

Page 88

2 GREAT COMPOS!

WIN! A BULGING LEMMINGS 2 GOODY BAG

Page 72

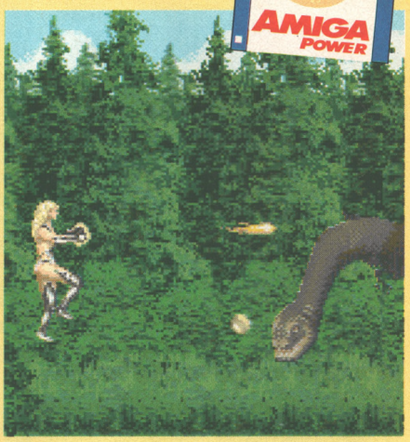
disk 25

This month's coverdisk is a real peach. For your delectation we've got two incredibly happening demos. In fact, it's *so* happening that the word on the street is that Take That have been spotted with AMIGA POWER coverdisks. No, hang on – that's wrong...

INTRODUCING DISK 25

ENTITY

Loriciel's *Entity*, the everyday tale of a powerful girlie and her bid to save the world, has been on its way for a while now. And, erm, here it is! And not only do we give you a whole level to play, but some preview shots of the other levels as well. We're too kind, really.



BEAVERS

Grandslam's *Beavers* which, apparently, is a platform game with, erm, beavers in it, has to be quite the cutest thing we've seen since, ooh, *Rodland* or something. Play a level for yourself, but don't come running to us if it makes you cry.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 25, Discopy Labs, PO Box 21, Daventry NN11 5BU. Don't send it to us. Don't send it to us. Don't...

disk 25

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- All of this month's games are one meg only.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- It really is that simple.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

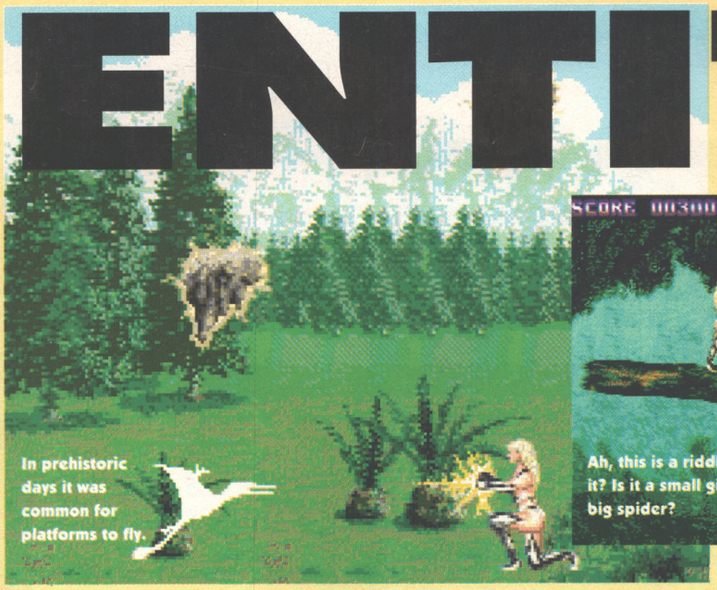
OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like'.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 25 Returns
Diskcopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but we're just crap at it. So send it Diskcopy Labs. Please.

ENTITY



Game: Entity
Publisher: Loriciel

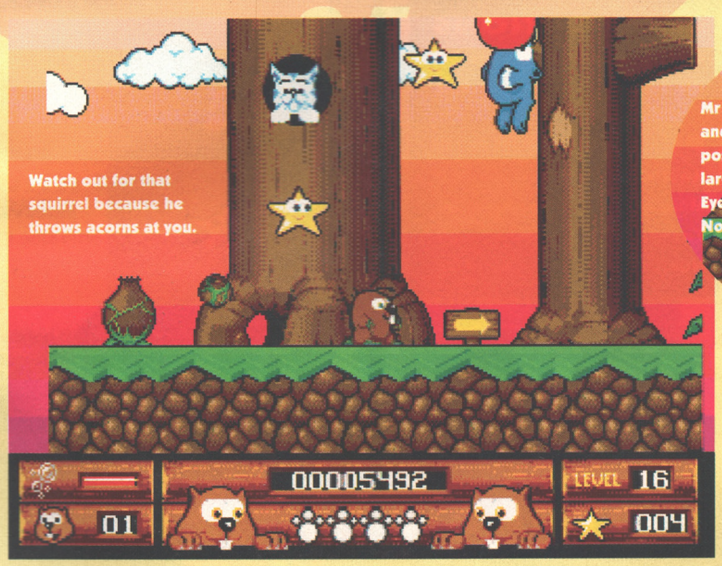
If you're the kind of person who reads things from the back to the front, you'll already have seen the review of Loriciel's *Entity* on pages 38 and 39 (or, indeed, 39 and 38) of this issue. But then you probably wear your clothes upside down and talk to cheese plants as well, so we're not going to discuss it with you. What we ARE going to discuss is the whopping great playable level of the game that comes on this month's coverdisk.

THE PLOT

Now might be a good time to correct a mistake we made in the actual review that we've only just discovered. The *Entity*, you see, is a girl. We don't mean it's soft, we mean it's female. This demonic dude-ette from another dimension was imprisoned in a giant stone monolith aeons ago by Milgram the Wise after leaving the fridge door open or some other heinous crime, but now she's escaped. Whoah, scary!

In the full game, you have to battle through five levels to reach the only weapon which can kill her, Erinwhe's magic boomerang (look, we're not making this up), but in our demo you only need to worry about, well, killing lots of dinosaurs. Hurrah for that, eh?

BEAVERS



Game: Beavers
Publisher: Grandslam

It's been a while since we first had a look at this original (ie it's not a licence) platformer from Arc Developments, but it's looking better and better as time goes on. In it you play a beaver (surprise! surprise!) called Jethro, and your predictable mission is to collect a load of stars, for reasons which will doubtless become apparent in the finished plot. But hey – these aren't just boring old ordinary platform game stars, oh no. Some of them are sneaky stars, which'll duck out of the way when you try to collect them – your only chance is to creep up on them in a thoroughly sly and underhand manner and catch them by surprise. Tch, it's practically *Operation Stealth*, innit?

THE SCENE

So that's it, really. Platform game, collect stars, occasionally creep around a bit. Unfortunately, there's still all this space to fill, so let's have some waffle, eh? To finish this particular demo level, you'll have to make use of the log pulley transportation systems (or lifts) which you'll find up in the branches of the trees. Using the log pulley transportation system involves nothing more complicated than finding the log pulley transportation system switches attached to tree trunks throughout the stage, and pulling them (by pressing up on the joystick). Pulling the log pulley transportation system switches will make the log pulley transportation system work, and hence transport you around the level. On logs.

THE GAMEPLAY

Nothing too tricky here. Run around, shoot dinosaurs, avoid hazards. The main point of the level is to collect three parts of Bismuth's Sceptre, for reasons which, er, we've forgotten. You'll find clues as to where the sceptre parts are located on parchments dotted around the landscape (pull down on the joystick to read them), but you'll have to study them very carefully for them to make any sense. The only other important thing to look out for is Billy The Dreamer's wand, which, when activated, will create extra, temporary pathways which lead to useful pick-ups.

THE SIZE

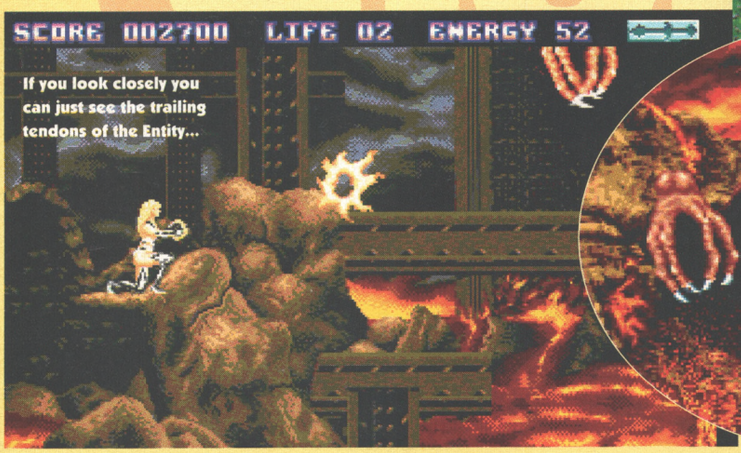
Oooh, it's a whopper, missus. How big? We're talking 60 screens wide by four screens tall, and by our (admittedly tenuous) grasp of mathematics that's no less than 240 big screens of dinosaur-bashing action and japery.

THE LARCH

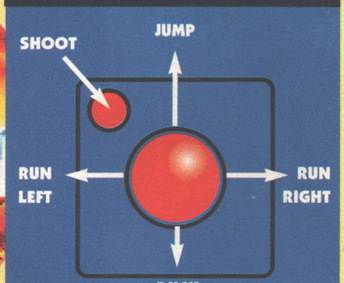
The larch.

WHAT?

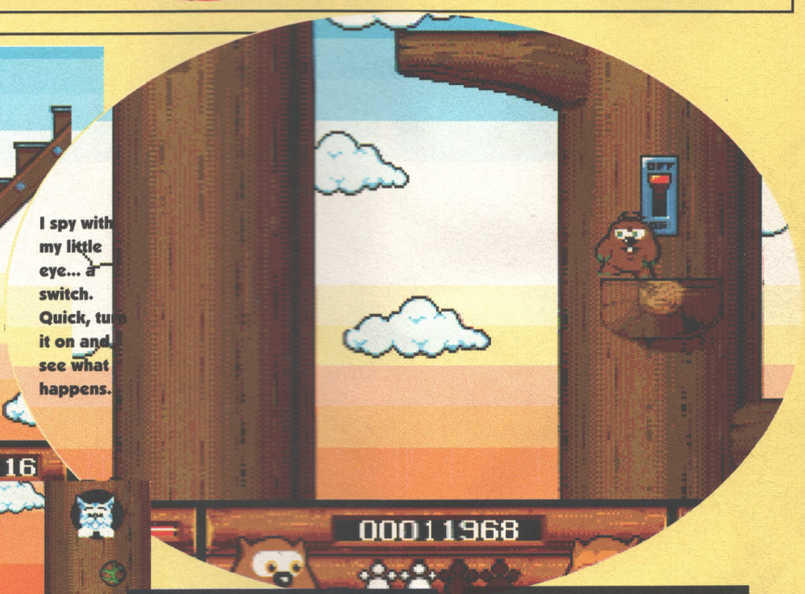
I'm sorry, I don't know what came over us.



CONTROLS



UP LEFT AND UP RIGHT DIAGONALS WITH FIRE – FIRE DIAGONALLY



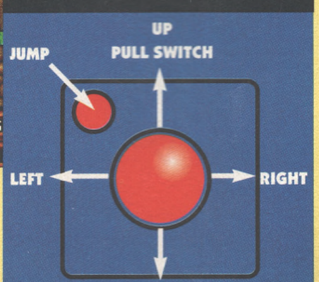
THE BAD GUYS

There are some bad guys in the game. Ordinarily you'd be able to kill many of them with your spinning beaver tail attack, but, tragically, all the baddies in this level are too tough for your tail – the only thing you can do with it in the demo stage is burst the balloons which some of the enemies float around on. But do it anyway, 'cos it's fun.

THE OBJECTIVE

Apart from collecting the stars, there's one other thing you have to do in order to complete the demo. Lying around somewhere you'll find a hunter's raccoon hat. You'll need to use the log pulley transportation system (which I think we've covered in sufficient depth already) to get to it, but I'm afraid that's the only clue you're getting on this one. Collect the hat and go to the exit, and you've done it, guv. Good, as they say, luck.

CONTROLS



ALL SORTS OF SPECIAL SPINNING MOVES – TRY THEM AND SEE!

EXTREME VIOLENCE

As promised, it's the long-awaited 'secret level' codes for last month's shareware coverdisk frenzy, *Extreme Violence*. Just go to the title screen (the one with all the power-ups on it) and type either DUNE, TERMINATOR or LAWNMOWER, followed by the RETURN key. The voice will go "Bingo!" if you've done it right, and you'll then start the game with an intriguing range of automatic power-ups. Stay hungry!

SPECIAL RESERVE TOP TEN AMIGA GAMES OF FEBRUARY/MARCH 1993

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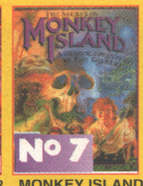
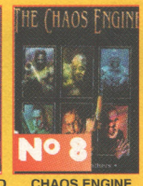


MONKEY ISLAND **13.49**



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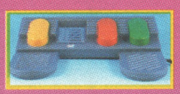

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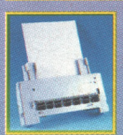

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TRUE STORIES

From the 7th to the 9th of May, Wembley Exhibition Centre will be hosting the Amiga Format Live show. At the AMIGA POWER Games Arcade there'll be talks, competitions and loads of software houses (among them Virgin, MicroProse and Gremlin) will be showing their latest wares. Games on show include *Dune 2*, *Goal*, *Beneath The Steel Sky* and *Apocalypse* from Virgin; *Hero Quest 2: The Legacy Of Sorasil* and *Litil Divil* from Gremlin and MicroProse's *B17* and *Gunship 2000*.

AMIGA FORMAT Live '93
WEMBLEY EXHIBITION CENTRE
7 - 9 MAY 1993

THE SECRET GARDEN

Here at AMIGA POWER we get so many letters asking us where some obscure game or another can be found that we've decided to initiate a kind of mutual-aid society. If there's a particular game, piece of hardware or magazine you're after then fill in the coupon below, and tick the 'Wanted' box. If you've got a few games you wouldn't mind selling or swapping, then tick the 'Games' box; likewise if you've got a piece of hardware you want to swap, tick the 'Machines' box. Finally, there's the 'Penpals' box. This is not, and we repeat, NOT a lonely hearts column. Any coupons from "fairly good-looking/sexy 13 year-old boys into swimming, Guns'n'Roses and all things Amiga who want to write to/meet a girl into the same" will be thrown straight in the bin!

Now, the coupon is fairly self-explanatory – all you have to do is fill it in, stick a stamp on it and send it off to The Secret Garden, AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW. Just in case you get a bit confused, we've also printed an example coupon to show you how to do it. And the best thing is, all it'll cost you is the price of a stamp. Are we good to you – or what?

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Name Gripper Bonemarrow

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SPECIMEN

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On the road again. Take a look at the sky, it's going to be a fine day tomorrow.

HOT HATCHES

Hey, guess what? Summer's arrived. Well, nearly. And what better way to spend those hot days and sultry nights than speeding through Europe and America in a very fast and very smart car? Which, strangely enough, is kind of what the up-and-coming Ocean release, tentatively titled *Hot Hatches*, is all about.

Hot Hatches is kind of like going to a rave. Y'see you're a participant in an illegal cross-continental race and you've no idea what route you're supposed to be taking as there are six way points in each continent and you're only told the name of the next way point at the point before – if you see what we mean. So, getting back to the rave analogy, it's like you're at the 24-hour garage and the word passes down that you're to drive on to the next cow grille and you'll be told where to go from there.

Hot Hatches gives you a choice of car, and number plate, and absolutely masses of data. To help you in your journey there are people to show you the way, detailed maps and little pointers to help you remember what country you're in – like the Eiffel Tower as you near Paris. The actual race screens look great, you view the road through the windscreen and kind of from above; the background graphics are appropriate and detailed and there are plenty of realistic touches such as pedestrians, awkward junctions, Sunday drivers and policemen keen to hand out fines. Oh, and don't forget – you have to drive on the right in Europe.

Phew, eh? Take a look at the screenshots and start getting excited because next month we'll be delving deeper into what Ocean have already called "more of a simulation than a racing game."

We think this could be the speed shop, and what a charming assisstant – a real welcome break.

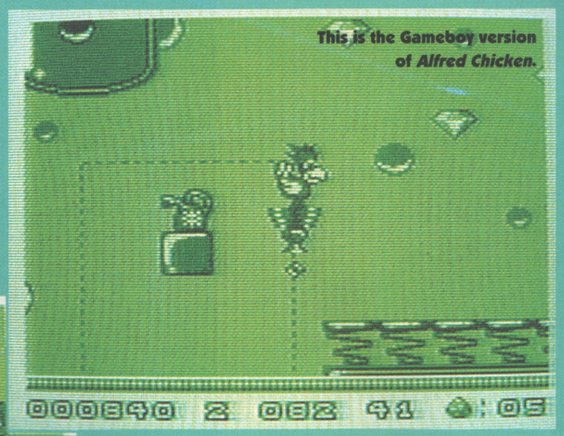
Just one of the many models that will be paraded for your perusal. The choice is yours.

REVELL BUILT MY HOT-ROD

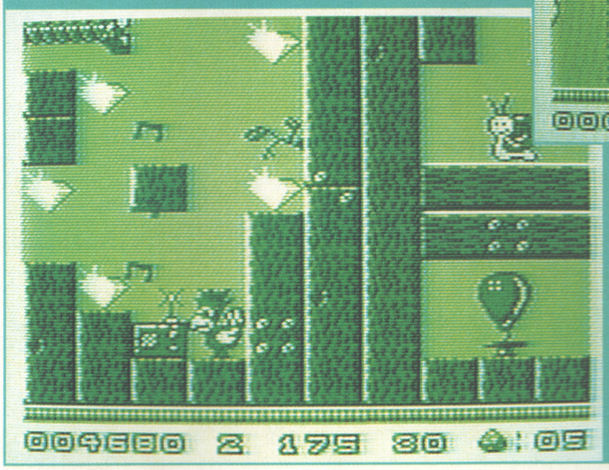
Good grief! We wouldn't have thought it possible, but someone's come up with an interesting CD-ROM idea! Revell, a company better known for making little kit models of Ferraris and Lamborghinis, have announced a bizarre crossover hybrid. It's called *Motor Stars*, and bizarrely enough it mixes kit-building with game playing. It shows you how to build your model car (from a selection of high-performance sportsters) in full motion video 3D, give it a paint job, then take it on a road race where, if you're good enough and you don't get arrested, you can qualify for a track-racing championship. We haven't got any pictures as yet (it's not due out until Christmas), but real video footage with real actors and all that sort of stuff is promised, and, unusually for a CD game, it actually sounds like it could be fun. Whatever next?

ROOSTER BOOSTER

Mindscape are currently working on the intriguing-sounding *Alfred Chicken*. A release date of September has been pencilled in and, personally, we can't wait. Alfred is a chicken, an innocent chicken with a girlfriend and a toy fire engine. Alfred's a nice kind of chicken, not to be confused with the Meka-Chickens who are incredibly nasty and have stolen both Alfred's girlfriend and his toy fire engine. Because he loves his toy fire engine so much, Alfred takes off in hot pursuit of the nasty Mekas and finds himself embroiled in an eleven-level platform fantasy. What's an innocent chicken to do?



This is the Gameboy version of *Alfred Chicken*.



The Amiga version will, er, have more colours on it.

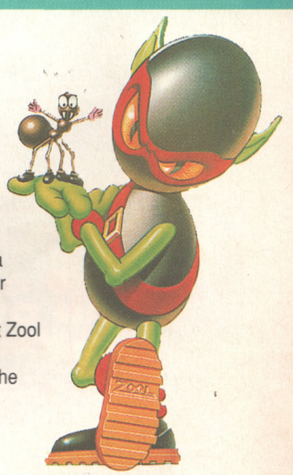
We know Zool's not an ant, because ants don't play with bits of Meccano™.

NEW ANT RIOT

Strange things are afoot at Gremlin's headquarters in Sheffield. A colony of ants from the patch of earth at the bottom of the Gremlin car park have been up in arms over recent statements in the press which have labelled Zool an ant.

Anthony Ant, the ants' press officer, said that ants were hardworking little beasties who wouldn't dream of wasting their time shooting things. Said Anthony, "We ants are very upset about this. Thanks to the ignorance of the press, there are now a whole generation of children growing up who think that ants spend their days in frolicsome platform romps. This is a gross misrepresentation."

Gremlin are supporting the ants in this case, and are insisting that Zool is not an ant, but a Ninja of the Nth dimension. The alien Ninja will be returning soon in *Zool 2*, along with a new female apprentice, to save the Nth dimension from Krool and Mental Block. Keep those pointy ears pinned back for more news, as it happens.



HELICOPTERS AND DRUGS DON'T MIX

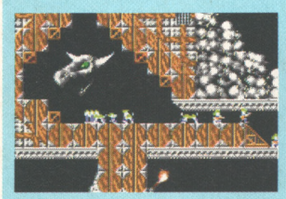
Drug barons, eh? They're a nasty bunch and no mistake! Mind you, you're never short of a bit of action when they're around – just look at Code Master's latest for example. It's called *Firehawk*, after a helicopter gunship of the same name, and involves lots of shooting, destruction, and the picking up of paratroopers and drug barons. Y'see, the cartel godfathers have control of a group of islands and the US army has been called in to restore the land to the forces of truth, honesty and decency. The paratroopers have been sent on various missions and now need a lift home. The drug barons, however, aren't going to give up that easily and have all manner of weaponry at their disposal. Talking of weaponry, the Firehawk is equally well-endowed, with no less than 32 different kinds of firepower. Wahay, watch out for the review next month.

Don't quote us on this, but we think there's a helicopter, a bomb, a truck and a hut in 'full effect' here.

You can tell this bloke's a drug baron, it's all those drugs in the background. What a giveaway.

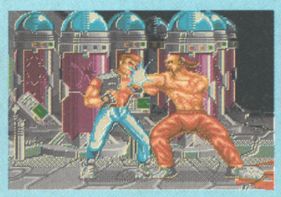
AMIGA POWER RECOMMENDS

Having to make a decision can ruin a whole morning, so why not take the easy way out and let AMIGA POWER choose for you?



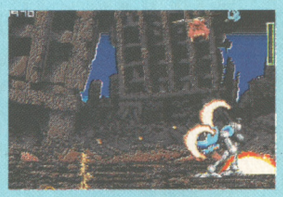
LEMMINGS 2 (PSYGNOSIS)

Following up the most successful Amiga game ever wasn't so much a tall order as a skyscraper of impossibility. But DMA Design have scaled it and stuck a flag on the top in a genuine feat of genius – the likes of which we haven't seen since, well, *Lemmings*. A far more cohesive game than its illustrious parent, much more varied and a lot friendlier to play, *Lemmings 2* is fearsomely difficult to complete properly (we're still nowhere remotely close to that gold talisman), but where the original was just plain frustrating, this game is addiction personified. Well, it would be if it was a person.



BODY BLOWS (TEAM 17)

Possibly the most shameless 'tribute' since *Oops Up*, *Body Blows* isn't so much a close relative of *Street Fighter 2* as a Siamese twin. But when it does *Street Fighter 2* so much better than *Street Fighter 2* does, maybe that's not too hard to forgive. It hasn't really got the heart and soul of the Capcom classic (which, for all its flaws, still oozes character), but every other body part is well and truly covered (in nasty-looking purple bruises) in a game that's faster, fairer, and much more sensibly constructed. And hey, if you think THIS is violent, you ain't seen nothing yet. For some REAL overkill, get a load of...

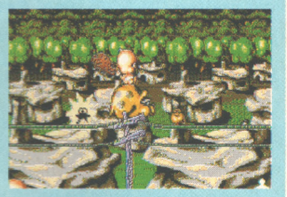


WALKER (PSYGNOSIS)

Extraordinarily brutal and utterly single-minded, this game's kept Mark quiet since about Christmas – and that was only the demo version. Now, with the finished version finally out, the only thing that keeps him from turning into a complete slavering maniac is the fact that the offices close at 10 o'clock every night and he absolutely HAS to go home. Oh, that and the fact that violent computer games don't have the slightest bearing on people's real-life personalities, of course. *Walker* might just be a slightly glorified *Operation Wolf* variant, but it's got a feel all of its own and a hook that won't let you go.

A-TRAIN (OCEAN)

Phew. After all that vicious bloodshed and general unpleasantness, we think it's about time we recommended something with a slightly more sedate pace, and they don't come much more sedate than this. *A-Train* is *Sim City* with more trains, lovely 3D graphics, and a few more trains. Unfortunately, the trade-off is a fairly severe loss of speed. Still, blinding responses aren't the most important element of a game like this, and the rest of it is so lovely that you really will learn to live with the slowness (or use it to persuade yourself that you really do need that sexy new A1200).



CHUCK ROCK 2 (CORE)

Much the same as *Chuck 1*, but bigger, better and faster, and some of the new baddies have to be seen to be believed. *Chuck 2* is a sequel done the old-fashioned way (and that's the *right* way) in that the designers have actually spent some time making it better than the original as opposed to rewriting it swiftly to make a quick few quid. The result might not be a masterpiece of revolutionary platforming, but it's still darn good fun. And if you can stop yourself going 'Wow!' the first time you see the amazing giant dinosaur legs walk past you in the first level, you're a cold fish indeed.

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9. **ALIEN^3** Tel: (0336) 420352
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AMIGA POWER

PENGUIN GALLUP CHARTS TOP 30

CHARTS COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS ELSPA PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(NE)	**LEMMINGS 2** Psygnosis £29.99	★★★★★
2	(3)	**SLEEPWALKER – COMIC RELIEF** Ocean £25.99	★★★★
3	(2)	**ALIEN BREED: SPECIAL EDITION '92** Team 17 £10.99	★★★★
4	(4)	**PREMIER MANAGER** Gremlin £25.99	★★★★
5	(1)	**STREET FIGHTER 2** US Gold £27.99	★★★
6	(5)	**SENSIBLE SOCCER '92/93** Renegade/Mindscape £25.99	★★★★★
7	(NE)	**BODY BLOWS** Team 17 £26.99	★★★★★
8	(21)	**LEGENDS OF VALOUR** US Gold £37.99	★★★★★
9	(NE)	**THE CHAOS ENGINE** Renegade/Mindscape £25.99	★★★★★
10	(11)	**JAMES POND** GBH £7.99	★★★★
11	(12)	**F16 COMBAT PILOT** Action 16 £9.99	★★★
12	(13)	**DIZZY: PRINCE OF THE YOLKFOLK** Code Masters £7.99	★★★
13	(17)	**FIRST DIVISION MANAGER** Code Masters £7.99	★★★★
14	(29)	**HERO QUEST** GBH £9.99	★★★★★
15	(NE)	**HISTORY LINE** Blue Byte £34.95	★★★★★
16	(10)	**TRIVIAL PURSUIT** Hit Squad £7.99	★★
17	(RE)	**ZOOL** Gremlin £25.99	★★★★★
18	(9)	**INDIANA JONES: FATE OF ATLANTIS** US Gold £37.99	★★★★★
19	(6)	**WING COMMANDER** Origin/Mindscape £34.99	★★★
20	(35)	**PANZA KICK BOXING** Kixx £9.99	★
21	(22)	**TERMINATOR 2** Hit Squad £7.99	★
22	(19)	**INDIANA JONES: GRAPHIC ADVENTURE** Kixx XL £14.99	★★★★★
23	(7)	**NICK FALDO'S CHAMPIONSHIP GOLF** Grandslam £25.99	★★★★
24	(23)	**SPELLBOUND DIZZY** Code Masters £7.99	★★★
25	(31)	**SUPERCARS 2** GBH £9.99	★★★
26	(14)	**PRINCE OF PERSIA** Hit Squad £7.99	★★★★
27	(RE)	**SHOOT-'EM-UP CONSTRUCTION KIT** GBH £9.99	★★★
28	(20)	**MONKEY ISLAND 2** US Gold £37.99	★★★★★
29	(16)	**AV8B HARRIER ASSAULT** Domark £34.99	★★
30	(34)	**MAGIC LAND DIZZY** Code Masters £7.99	★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and now they're sponsored by Penguin!

The top 5s are laid out as follows: Game, publisher, price, AMIGA POWER star rating and position in the Top 100.

TOP 5 HEAD KICKING GAMES

If you're interested in inflicting pain on your fellow man but don't want to get arrested, why not take it out on your Amiga? These are the five best selling games that'll help you relieve that frustration.

1. **STREET FIGHTER 2** US Gold £27.99 ★★★ (5)
2. **BODY BLOWS** Team 17 £26.99 ★★★★★ (7)
3. **PANZA KICK BOXING** Kixx £9.99 ★ (20)
4. **TAG TEAM WRESTLING** Zeppelin £7.99 ★(55)
5. **STREET FIGHTER** Kixx £9.99 ★ (56)

***Body Blows* (above) is giving the mighty *Street Fighter 2* a run for its money.**

TOP 5 SWEET THINGS

They're everywhere. Little fluffy things with big eyes, and more colours than a very colourful thing. But which are selling the best? Well, funny you should ask, 'cos here's a list of the five top sellers.

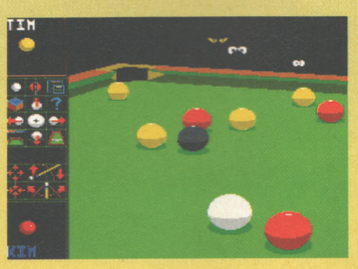
1. **SLEEPWALKER – COMIC RELIEF** Ocean £25.99 ★★★★ (2)
2. **JAMES POND** GBH £9.99 ★★★★ (10)
3. **ZOOL** Gremlin £25.99 ★★★★★ (17)
4. **CAPTAIN DYNAMO** Code Masters £7.99 ★★ (31)
5. **RAINBOW ISLANDS** Hit Squad £7.99 ★★★★★ (52)

At only a tenner on budget, *James Pond* is still wowing cutie fans.

TOP 5 PINT AND PORK SCRATCHINGS

There's a lot you can do down the pub. Bar billiards, shove ha'penny, that game with the ball on a stick and some skittles. None of these have yet been turned into computer games (as far as we know), but the following pub games have.

1. **JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin £29.99 ★★★★★ (35)
2. **ARCHER MACLEAN'S POOL** Virgin £25.99 ★★★★ (53)
3. **PINBALL MAGIC** Kixx £9.99 ★★★★ (67)
4. **PINBALL FANTASIES** 21st Century Ent. £29.99 ★★★★★ (71)
5. **ARCADE FRUIT MACHINE** Zeppelin £7.99 ★★★ (91)

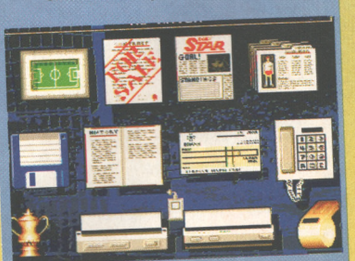


Don't look over, but I think I spilt those guys' pints when I took my last shot.

TOP 5 GAMES OF TWO HALVES, BRIAN

It's no use, you're just not fit enough to play real football. And playing arcade football games is a bit of a strain on your joystick hand. The safest way is to just play at being a manager, so here's the best sellers.

1. **PREMIER MANAGER** Gremlin £25.99 ★★★★ (4)
2. **FIRST DIVISION MANAGER** Code Masters £7.99 ★★★★ (13)
3. **GRAHAM TAYLOR SOCCER CHALLENGE** Krisalis £25.99 ★★★★ (51)
4. **THE MANAGER** US Gold £30.99 ★ (92)
5. Er, there aren't any more management games in the charts actually.

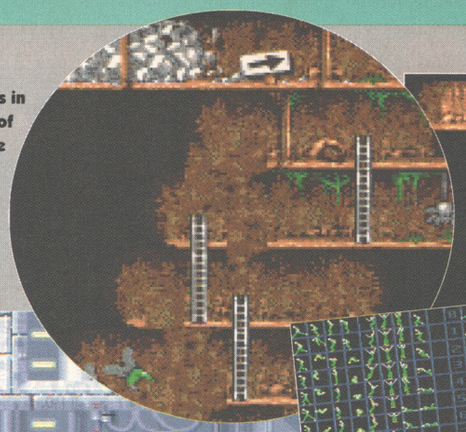


***Premier Manager* is really putting the pressure on at the moment, Brian.**

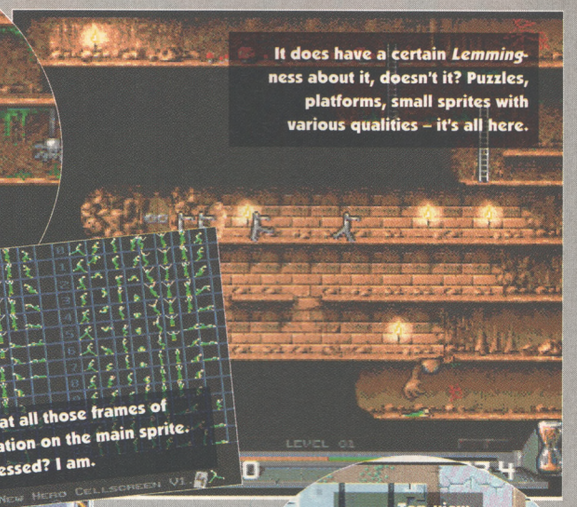
HARD CORE + MALFUNCTION + BEN-E-FACTOR

THE SHAPE OF THINGS TO COME

We are all interested in the future. For that is where we will spend the rest of our lives. With games like...



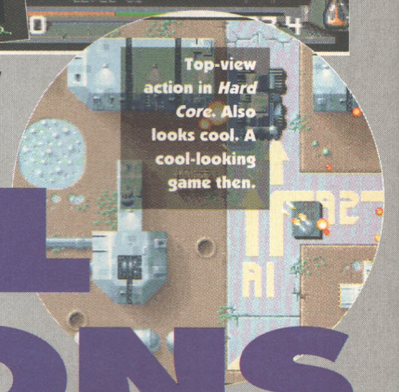
***Ben-E-Factor* is in possession of perhaps the most tenuous and grossly-contrived pun in the game world.**



It does have a certain *Lemmings*-ness about it, doesn't it? Puzzles, platforms, small sprites with various qualities – it's all here.

Look at all those frames of animation on the main sprite. Impressed? I am.

The side-view action of *Hard Core*. Looks cool.



Top-view action in *Hard Core*. Also looks cool. A cool-looking game then.

DIGITAL ILLUSIONS

Shades of Robocop, Metropolis, Terminator and Little House On The Prairie in Digital Illusions' latest.

Games: Hard Core, Malfunction, Ben-E-Factor
Publisher: Various
Authors: Digital Illusions
ETA: September 93 to February 94

Briefly: Digital Illusions are the excellent programming team who'll always be remembered for the lush *Pinball Dreams* and *Pinball Fantasies*. After those astounding pinball excursions they've decided to turn their attentions to more varied game genres. I spoke to Frederick Lilligren to find out what's up their sleeves.

The creators speak: *"Hard Core* is a blast-everything-to-pieces shoot-'em-up, but the novelty is that it features two different perspectives: side-on and top-view. It's set in the future, when a robot created as the ultimate weapon escapes and goes berserk. You have to destroy it."

How do the two perspectives work together? "There are three levels of side-view horizontally-scrolling action, each with two sub-levels. Add to that two levels of top-view *SWIV*-type action, and you can see that there's a lot of game (two games in fact) to get through. It's not signed to a software company yet, but we're hoping to get it out by September.

"We are planning to do a third pinball game"

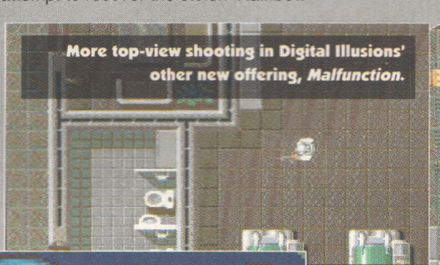
"Also in production is *Malfunction*, a top-view shooter in the vein of *Alien Breed*, with elements of *Paradroid* in it too. It's more of a one-man RPG in space – there's plenty of interaction with aliens, robots and computers. This'll probably see daylight after Christmas.

"Ben-E-Factor has been likened to *Lemmings*, but it has a feel of its own. It's a puzzle game inside a platform game. The plot revolves around your attempt to recover the stolen 'Rainbow Machine', helped by a group of merry men. They all have different abilities – some can build traps, walk through fire and so on. It should be out in September."

Finally, what about a follow-up to *Pinball Fantasies*? "We can't say an awful lot at the moment, but we are planning to do a third pinball game called *Pinball Illusions*. If and when it arrives it will feature multi-ball gameplay and it'll be a lot better than the previous two games. It requires entirely new coding in order to implement the multi-ball option, and we don't want to lose any realism, so this one is just in the planning stages at the moment."

Verdict so far: We'll have to see how the gameplay shapes up, but it's good to see a diversity of genres coming from this superb team. If the quality's up to that of their previous classics then we're in for a fun time, though I have to admit the idea of a third pinball game excites me the most.

● *TIM TUCKER*



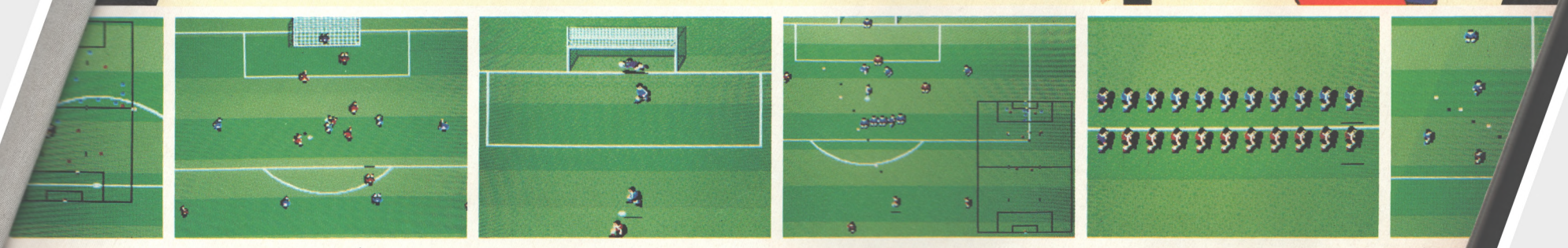
More top-view shooting in Digital Illusions' other new offering, *Malfunction*.

You could get a pun out of *Malfunction*. 'Mal Function', for instance. Well, it's no worse than *Ben-E-Factor* or, um, other similar puns I've heard in the past.

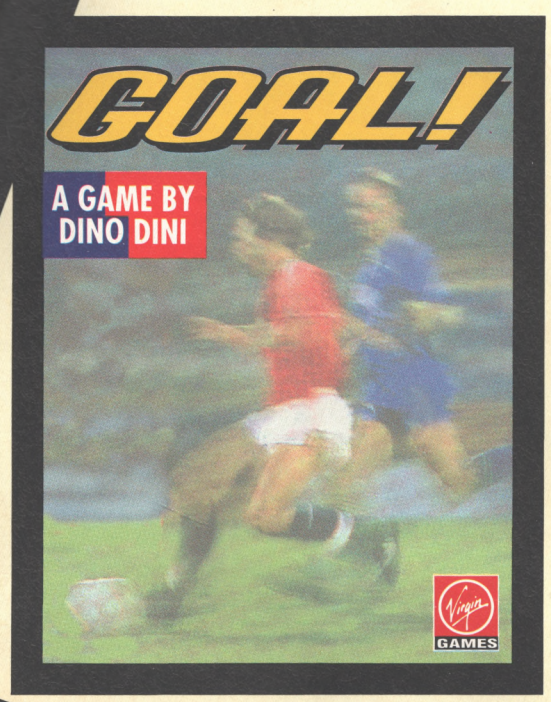
FANTASTIC FOOTBALL ACTION!

GOAL!

When it comes to creating action-packed, super playable football games, few people can beat Dino Dini, the mastermind behind Kick Off and Kick Off 2. Except Dino Dini himself, that is...



Now Dino has surpassed all his previous efforts. Goal! his latest excursion onto the pitch, offers greater depth than any other action footie game you've seen.
What's more, it's got a host of features that make getting to grips with the gameplay trivial.



Goal has all you'll ever need - or ever want - in a footie game.
Just take a look at a few of the unique features:

- New player attributes - acceleration, deceleration and turning circles
- Editable cup and league systems - design your own competitions
- New system for controlling throw-ins, corners and free kicks
- Atmospheric spot sound effects - listen to that crowd roar !
- Detailed action replay system - works like a video recorder
- Four new pitches - muddy, wet, normal and stripey
- Flippable screen display for large or small sprites
- Horizontal and vertical pitch display options
- Improved computer-controlled players
- Tactics editor

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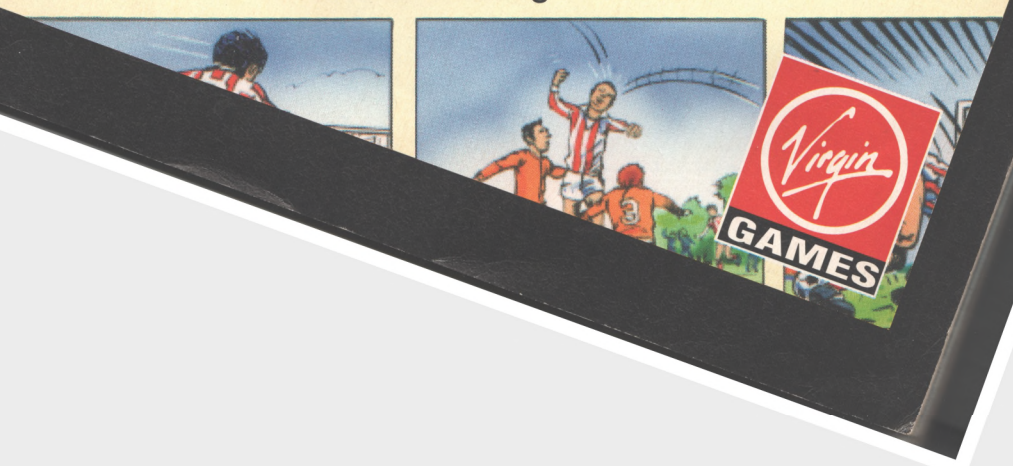
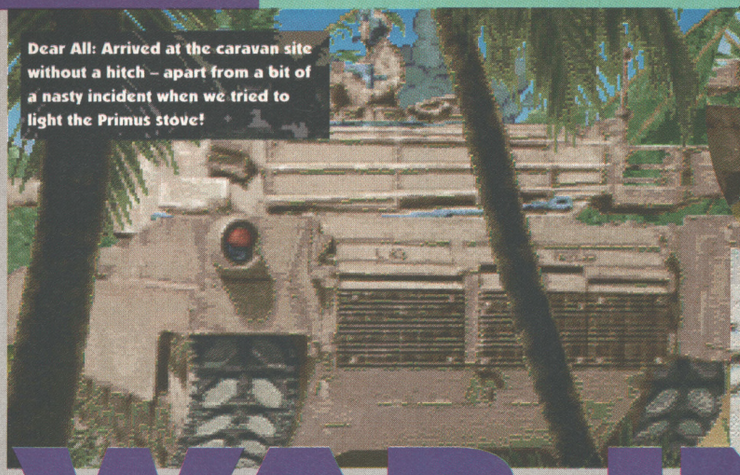
Available on Amiga and Atari ST.





Dear All: Arrived at the caravan site without a hitch – apart from a bit of a nasty incident when we tried to light the Primus stove!

The on-site facilities were pretty basic, but at least there was no problem with finding somewhere to park. Oh, and thanks for that tip about always leaving a window slightly open – it really does get hot out here...

For the first few days, I stayed in and practised my Madonna impersonation.

WAR IN THE GULF

Game: War In The Gulf
Publisher: Empire
Authors: Oxford Digital
ETA: Late April

Briefly: *Pacific Islands*, but in Kuwait.
The creators speak: David Pringle at Oxford Digital is the co-designer of *War In The Gulf*, the latest in Empire's series of 'battlefield simulator' series of groovy tank games. It takes a slightly different angle on the Gulf War, in that there's no longer a huge and extensively-equipped multinational fighting force trying to evict Saddam Hussein from the rich oilfields of the '19th province of Iraq'. Instead, there's Team Kuwait, a group of mercenary veterans of the original Desert Storm (*War In The Gulf* is set in 1995, after a second Iraqi invasion). Team Kuwait consists of 16 tanks in four groups of four, all of which are controlled by you.

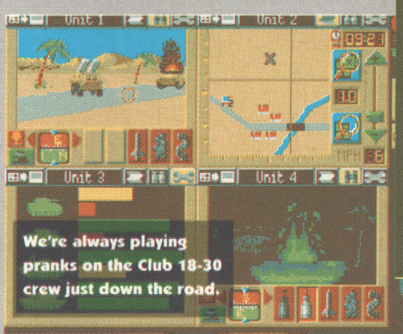
So, your objective is to force the Iraqis out of the newly-captured territories which cover some 400 square miles of topographically-accurate Kuwaiti landscape. "It's not so easy to just walk in off the street and pick up a map of the Kuwaiti oilfields from the embassy," says David. "If you try, they seem to assume you're a member of the SAS or something. In the end I had to use the extensive map library at Oxford University, and we added a few extra features to liven things up a bit, too. The Gulf State oilfields aren't, er, all that interesting to look at, you see."

Talking of things interesting to look at, *War In The Gulf* will feature the distinctive graphic style of the earlier games. Oxford Digital, in fact, claim (with some apparent justification) to be the pioneers of the mixing-scaled sprites-with-polygons technique which has since been used to dramatic effect by games like *Wing Commander* and the PC's amazing *Ultima Underworlds*. But whether they designed it themselves or not, it's certainly an effective graphics engine, and one which gives the games a very distinctive look that's much more stylish than most games in the genre.

War In The Gulf's major selling point, though, is that, like the previous games in the series, every single battle in the game is individually coded. In many other strategic wargames, the enemies are given a set of basic characteristics and conditions from which they then adapt individual conflict tactics. But in *War In The Gulf* every Republican Guard unit you meet has its own individual 'character', which means that it will always attack you in its own unique way. "So, although the 25 battles of the game (the captured territories are divided into 25 separate individual maps which you have to work through one by one) may not seem like a lot, compared to the 'thousands of variations' of some of the competition, there actually seems to be more variety using this sort of approach."

"Set in 1995, after a second Iraqi invasion"

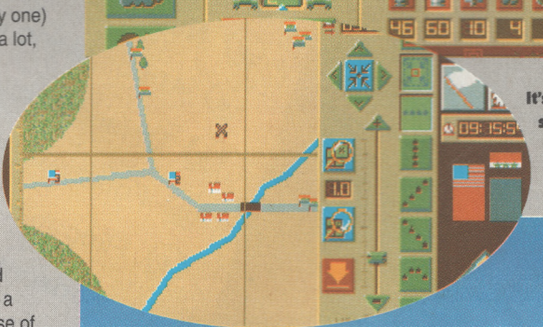
Lastly, David, is it okay to base it on such a recent conflict? After all, *Desert Strike* copped a fair bit of 'bad taste' flak when it first came out. "I'm a little uneasy in some ways, but the use of the scenario does lend an urgency which certainly adds to the product. At the end of the day, this isn't the sort of product which glorifies war, and that's what matters."
Verdict so far: We've seen very little of this and it's far too early to form a decent impression, but *Pacific Islands* was superb and there's no reason whatsoever not to expect this to be better. And who knows, maybe this one will even sell, too.
● *STUART CAMPBELL*



We're always playing pranks on the Club 18-30 crew just down the road.

There's plenty to see and do – especially when we 'hit' the town!

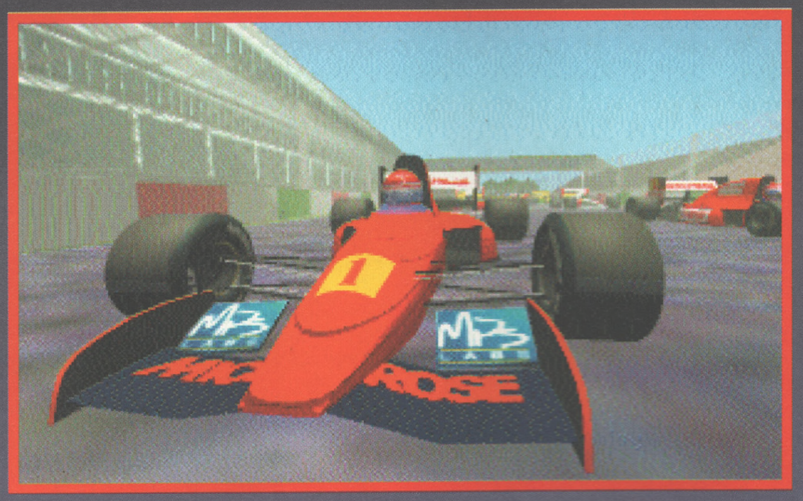
The high point of the holiday so far was the open-air barbecue on Friday evening. It was kind of tricky to get it going at first, but once it was alight we had a great time!



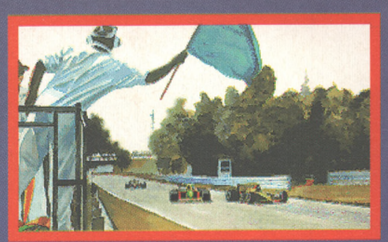
It's a nice change from your standard 'package holiday' – the local tourist attractions are pretty thin on the ground.

Well, soon it'll be time to catch the flight home again. But the best thing of all is that we can do it all again next year! See you all back in the office soon! – 'Beefy'.

When the arguing stops, which team will you be driving for next season?



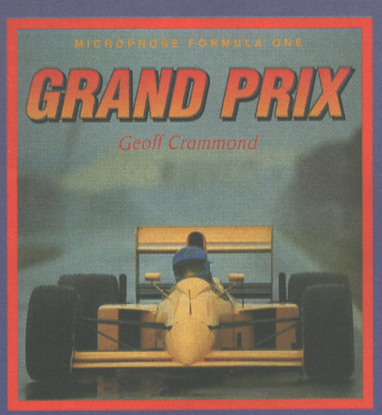
MicroProse Formula One Grand Prix - Just Drive!



If competing with the best is your driving ambition, there's only one choice: MicroProse Formula One Grand Prix.

The only game where all sixteen GP circuits are recreated in 3-D. Where you can adjust gears, brake balance and wings. Where five different difficulty levels help you acquire the essential skills gradually. Where you can choose from six compound tyres in timed pit stops. Where televisual coverage of every car in each race allows you to view the action anywhere around the track. And where you can race against a friend via modem or serial link.

Why lead the pack when you can lap it?



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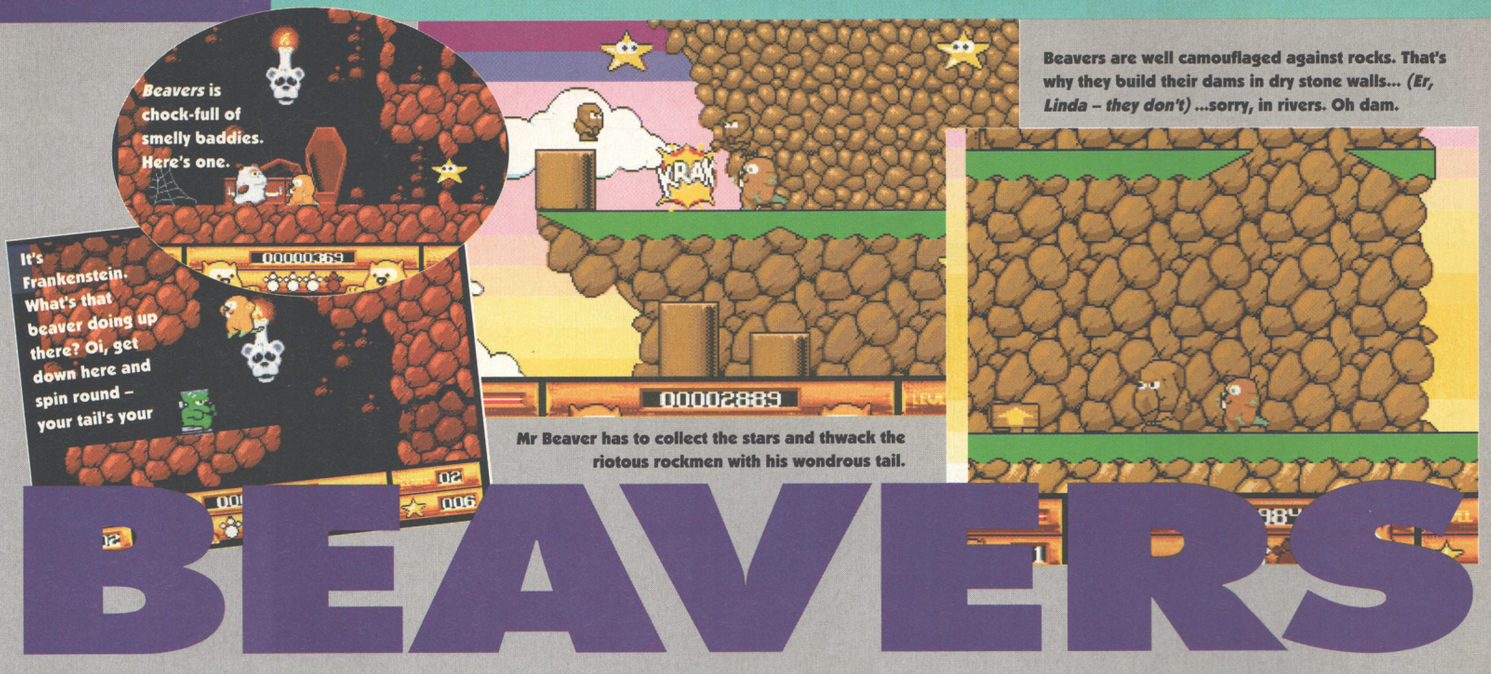


BEAVERS

Game: Beavers
Publisher: Grandslam
Authors: Arc Devments
ETA: Late April

Briefly: Grandslam's latest is the tale of Jethro the beaver. Jethro, unlike other beavers, doesn't spend all his time lazing about in rivers, building dams and slapping fish. Instead he indulges in cutesy platform romps in an ostensible attempt to rescue his family from the Rocking Rabbits, who have kidnapped Jethro's wife and kids because they're jealous of his chart-topping career (sorry?). To save them, Jethro has to make his way through 20 levels solving lots of puzzles and avoiding a whole bunch of snoogly-woogly nasties from exploding rockmen to gangsters and trilby-ed snowmen to, eek, rabbits.

The creators speak: We spoke to David Birch of Grandslam. "Jethro's a great character – there are some really good bits where he teeters about on the edge of the platforms and whistles to himself. He's so well animated, especially when he spins round and flattens the baddies with his tail, and the way his paws reach out when he jumps. Actually, the animation was done by the same team who did *Nick Faldo's Golf*.

"I think *Beavers* is going to be an incredibly cute game. It's not quite there yet as there are lots of little changes to make. The backgrounds that you can see on the screenshots at the moment have bands of colour running across them, but we're trying to get more of a graduated tint so they'll be a lot smoother."

Jethro moves through the levels, jumping from platform to platform, sliding along the flatter parts and leaping up to collect stars. He does seem to slide a lot, which is especially convincing on the snowy levels. "*Beavers* is full of nice little touches and it's a funny game. We really do want it to be as good as it can possibly be. After all, there are loads of cute platform games on the market so for *Beavers* to stand out it's got to be very good indeed. That's why we've incorporated a puzzle element, to make it more than just another platform game."

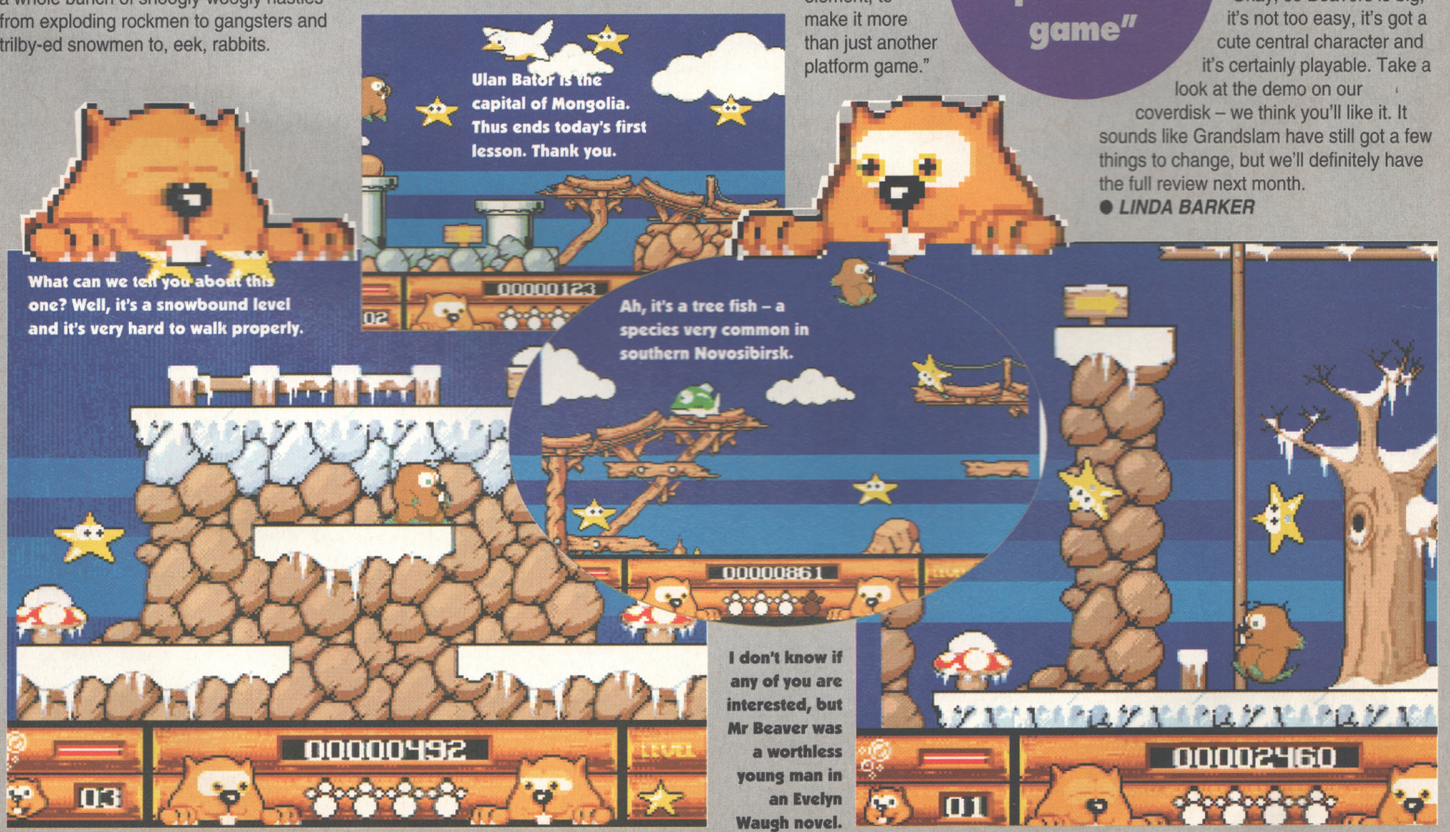
"More than just another platform game"

The puzzles involve lots of moving platforms, a lot of which won't budge unless you've turned the right switch on. Also, there are loads of clues dotted around the place that'll help Jethro find his family. The levels seem to be fairly big, so finding the switches takes some time. *Beavers* certainly doesn't look like the kind of platformer that you can skim through, in fact the first level is blimmin' difficult.

Maybe a tad too difficult for a first level, David? "It is very hard, I always skip it. I think we're probably going to make that one the twelfth level, or something like that."

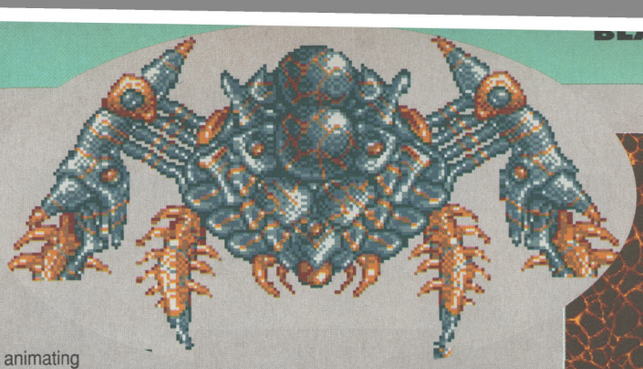
Verdict so far: Okay, so *Beavers* is big, it's not too easy, it's got a cute central character and it's certainly playable. Take a look at the demo on our coverdisk – we think you'll like it. It sounds like Grandslam have still got a few things to change, but we'll definitely have the full review next month.

● *LINDA BARKER*



BLASTAR

Game: Blastar
Publisher: Core Design
Authors: Bob Churchill (design), Roberto Cirillo (graphics and design), Tim Swann (code)
ETA: June



There's no avoiding that *Blastar* does look a lot like Psygnosis' *Amnios*. Let's hope it's a better game.

Briefly: "The inspiration for *Blastar* came from an old arcade game called *Sinistar*, which was also a multi-directional scrolling shoot-'em-up. We thought the market was lacking a top-quality shoot-'em up in this genre," said a spokesperson for Core Design, yesterday.

The creators speak: *Blastar* is a five-level shoot-'em-up, promising frantic gameplay and all sorts of technical wizardry (50 frames a second, 'fully animating backgrounds', you know the drill by now). But haven't we all had enough of this kind of thing by now?

"People ask the question, 'Do we really need another shoot-'em-up?' We answer that with 'Do we really need another game?'", says Tim Swann, the game's programmer. "We're trying to create a game that people will enjoy playing, and there can't be enough of those. Of course we're trying to develop a better game than the others in the genre, but we're trying to be unique and create a game that's more playable and not just pretty. Even though it is."

Er, yes. "To keep it interesting, there are three different kinds of scrolling. For example, while the main game is 360-degree, the bonus stage will be vertically scrolling whereas the last stage will go horizontally. Not only that, but each boss stage will be different from the actual level. The mechanic stage, for example, will be in 3D, but the boss will be viewed from the side. We've also tried to make it more fun by letting the player start on any of the first three levels, so everyone gets a chance to see some different bits without getting too frustrated."

I can tell I'm going to have trouble thinking up different captions for all these shots...

"The game was actually originally designed back in 1990 by Core's Simon Phipps, and then re-designed by Bob Churchill, John Kirkland and Dan Scott, but now we're updating it some more. We've been working on it for about three months now, and we keep tweaking it to include new ideas that we think of as we're developing it, but we're still hoping to have it finished and in the shops by the beginning of June.

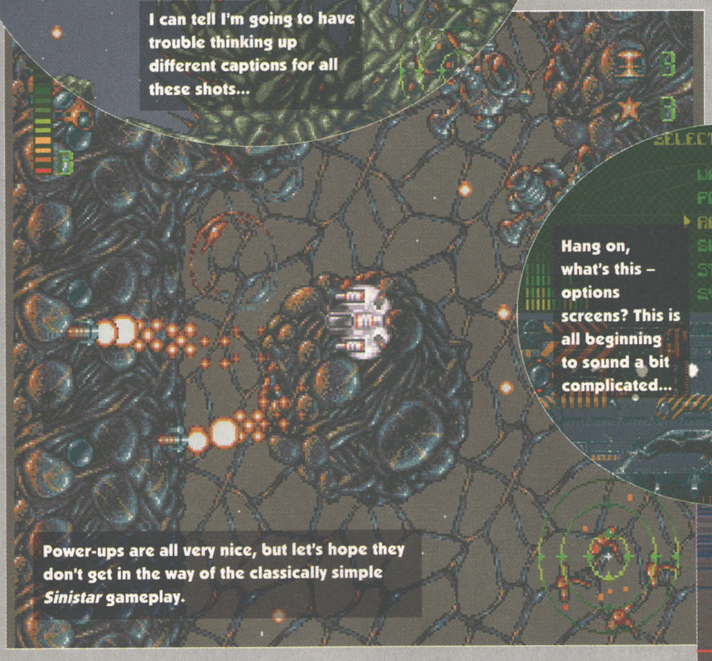
"It's not an easy task – the Amiga isn't really a good machine to do a shoot-'em-up on, due to the hardware not having any additional sprites like the consoles. If I was doing a console version then..." *(That's enough of your traitorous console-loving talk. – Ed)*

"We're trying to be unique"

Verdict so far: *Sinistar* was one of the finest arcade blasters ever, and several games (*Photon Storm* and *Amnios*, to name a couple offhand) have taken inspiration from it without ever capturing its wonderful feel. In fact, *Sinistar*, for a game that was an extremely minor success on its arcade release, seems to have become something of a Holy Grail among software developers – practically every tedious old games-biz nostalgia buff will sigh mournfully whenever you mention the name. It's forever presented as evidence of the complete wondrousness of the near-mythical Williams design team (also responsible for *Defender*, *Stargate*, *Joust*, *Mooon Patrol*, *Robotron*, *Smash TV* etc etc). And rightly so.

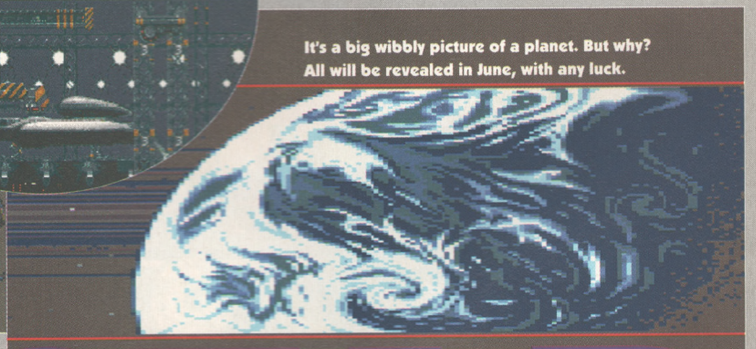
It's too early to tell if *Blastar* will succeed where the others failed, but if it comes anywhere close it'll be sure of a warm welcome at AMIGA POWER.

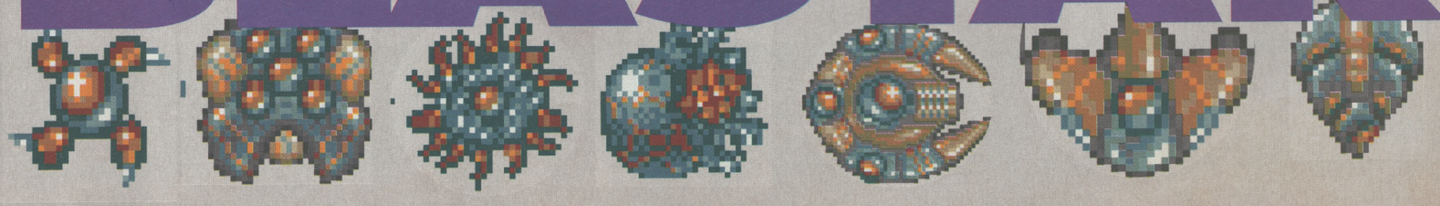
● *STUART CAMPBELL*



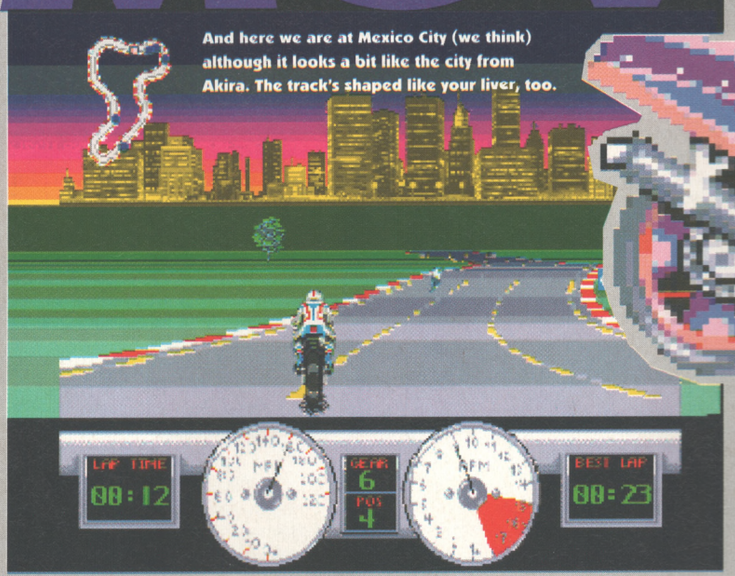
Power-ups are all very nice, but let's hope they don't get in the way of the classically simple *Sinistar* gameplay.

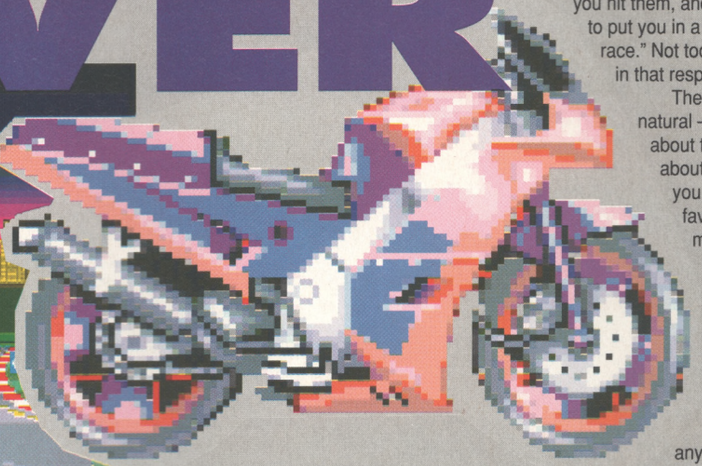
Hang on, what's this – options screens? This is all beginning to sound a bit complicated...


It's a big wibbly picture of a planet. But why? All will be revealed in June, with any luck.



PRIME MOVER





Game: Prime Mover
Publisher: Psygnosis
Authors: Interactivision
ETA: May

Briefly: It's a motorcycle racing game. You control a motorbike and race around a track trying to beat other people riding motorbikes. That's the plot, okay? There's been a general lack of good motorbike racing games on the Amiga, although recently we've seen both *No Second Prize* and *Road Rash* make a good impression, but here comes a new contender for the crown from Psygnosis.

The creator speaks : Mark Blewitt of Psygnosis brought an unfinished version over for us to have a look at, and rather kindly let me have a morning's worth of entertainment on it. That's all very well, but it doesn't help you to understand what it's like, so I had to ask him a few questions about it as well. It's a hard life writing for a games magazine, you know.

So: over to you, Mark. "At the moment it's a straight racing game. We've concentrated on getting it as smooth, fast and playable as possible." It certainly is all of those things, but what about the play options? "Before you race you choose your biker and what kind of bike you want to race on, from a list of five. They've all got different characteristics, like some are faster, while others have better acceleration and stuff like that." They've also got nifty mis-spelt names like Nitemare and Huricane, and look suitably rock-hard.

So what about the locations? "There are 12 race tracks at the moment, each in a different country around the world." Are they based on real courses? "Loosely. They're what we call 'factional' tracks. There are similarities to the real tracks, and they have similar names (for instance Isle of Women is the British track and Brosten is the US one)." Hmmm, sounds like the lack of a licence to me, but never mind. "The backgrounds have graphics suitable to the location – for instance in Paris you're racing round the Eiffel tower, and in Britain you're peering through a fog. Some feature obstacles on the track, like rocks and signposts, which slow you down if you hit them, and do enough damage to put you in a lower position in the race." Not too unlike the originals in that respect, then.

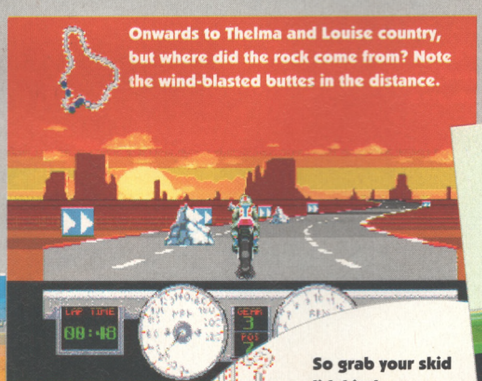
The control feels very natural – can you tell us about that? "The great thing about this game is that you can decide on your favourite control method: either 'fire' to accelerate, or 'joystick up' to accelerate and back to brake. You can also choose between manual and automatic gears."

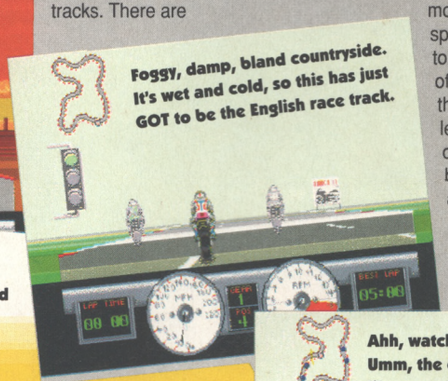
So is there anything else to go in the game? "We can't say at the moment, but yes, there'll be some surprises." At this point Mark got very cagey and palmed us off with some rather excellent *Lemmings 2* pin badges (if you fancy some for yourself, turn to page 72), so to see how the game turns out we'll have to wait for the official release in May.

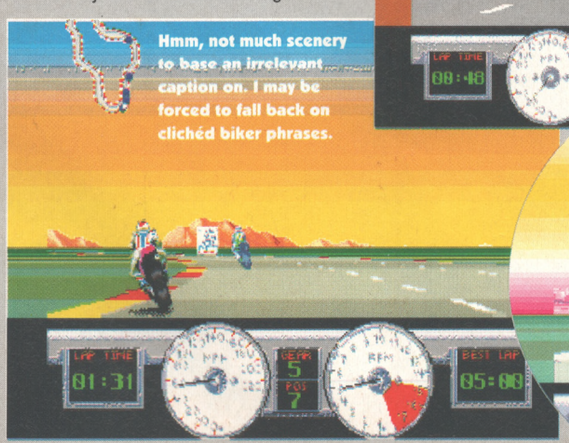
"Smoother than the cream in a Twinkie™"

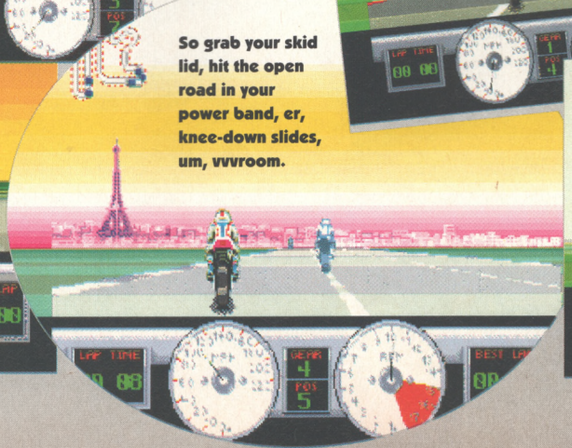
Verdict so far: It's certainly one of the fastest racing games we've seen. The graphics are impressive and the animation's smoother than the cream in a Twinkie™. I can't comment on the realism, simply because I've never hurtled around a race track on the back of a motorbike at ridiculous speeds, but it does seem to be a good semblance of the real thing, minus the wind and clammy leathers. Keep an eye out for this one, it could be the last word in arcade racing action on the Amiga. *(But isn't that 'Amiga'? – Ed)*

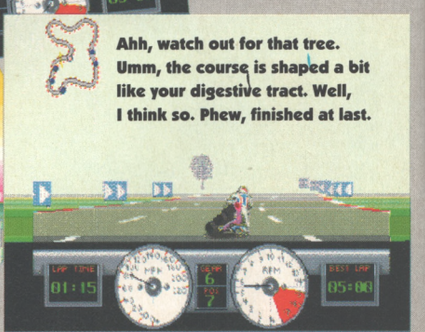
● *TIM TUCKER*



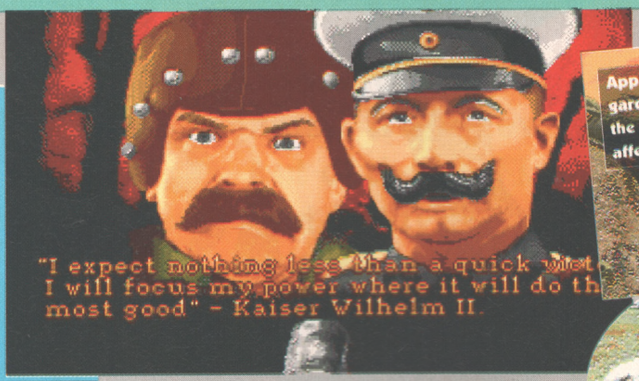


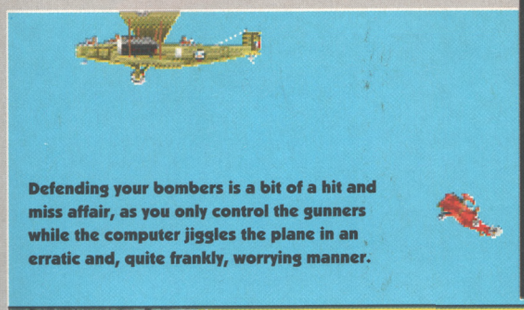






The guy on the right displays his superior military tactics by displaying an uplifting and terminally smug moustache.





Defending your bombers is a bit of a hit and miss affair, as you only control the gunners while the computer jiggles the plane in an erratic and, quite frankly, worrying manner.

What a bloke on a horse has to do with either trench warfare or biplanes is a complete mystery to us all.

THE ANCIENT ART OF WAR IN THE SKIES

Game: The Ancient Art Of War In The Skies
Publisher: MicroProse
Authors: Barry, Dave and 'Dee Dee' Murry and Joe Gargiulo
ETA: Late April

Briefly: Lord Kitchener, the Red Baron and Kaiser Wilhelm jostle for appearances with the ancient Chinese warlord Sun Tzu in this arcade/wargame crossover. Sun Tzu, the hero of Wall Street's slimiest insider trader Gordon Gekko, wrote some seminal journal on warfare (which explains the 'ancient art of war' bit) and lots of chaps with leather trousers and flowing white silk scarves provide that important 'in the skies' element.

The creators speak: Barry Murry first read the book which first inspired the team. "This one's number three in the trilogy that started with *Ancient Art of War* in 1984, and was followed in 1987 by *Ancient Art of War at Sea*, and all three combine the flavour of a historical period with the teachings of Sun Tzu to create a fun strategy and tactics wargame."

Ah, yes, the humour. Now from what I can glean from the history books, four years of trench-bound hell and the annihilation of a generation of young men aren't the most obvious source of mirth and hilarity. So why does the game feature wacky Huns with smug moustaches?

"There're a couple of reasons for the humour. Firstly, it allows the game to break out of the strict confines of the strategy game genre by presenting a fun element in addition to the strategy and tactics, which comes through in the funny starter campaigns and commanders. Also, the production team are all a little quirky, and we couldn't resist slipping in a few jokes, even if we're the only ones who'll understand them."

Choosing from an actual WW1 battle map, or one of the jokey ones, the player can scroll around the front line, choosing targets and missions from various airfields. The aim of the game's to capture the enemy capital by advancing the ground forces up to it. So, should you destroy the airfields (thus weakening the enemy air power), or bomb the factories (stopping plane production), or just flatten the villages (to appease your crueller, darker side)? The tactics are up to you.

"We couldn't resist slipping in a few jokes"

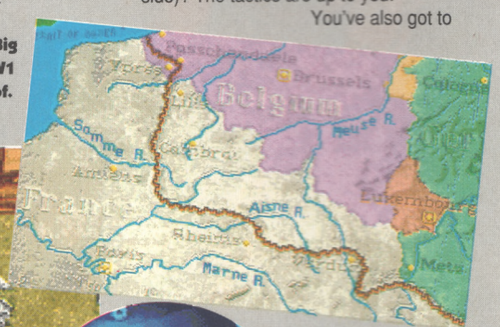
You've also got to decide what to do with your fighters, as sending them to defend the bombers increases the chances of the bombers reaching their targets, but keeping them on the ground allows you to scramble them against attacking forces.

If you're into tactical stuff, you can stick to this screen, but it's also possible to 'jump in' to any of the combat sequences and do your own thing in little arcade sequences of bombing runs and dogfights. These are just like the *Biplane* game on the old Atari VCS *Combat* cart – only with better graphics. This isn't a bad thing, just not everyone's idea of a good time. As Dave Murry says "Some people like fast action, some don't, so we tried to provide the flexibility to satisfy different types of players. If you don't choose the dogfight or bombing, then the game will work out the battle and display the outcome. We took great pains to balance the arcade and tactical levels of play."

Verdict so far: The PC version's already out and fun to play, and it looks like the Amiga version's going to be pretty similar. I've got reservations on several counts though. Firstly, the PC version accesses the internal drive a lot, and if this translates to masses of disk swapping, it would seriously break up the flow of the game. Secondly, like quite a few arcade/strategy games, there might not be enough arcade action for the zappers, or strategy for the wargame fans. We'll all just have to wait and see if it lives up to its advertising promise – "If WW1 had been this much fun, we'd all still be fighting."

● *MARK WINSTANLEY*

An example of The Big Picture, a concept that WW1 Generals were so fond of.



The game's played mainly on this map, which shows all targets, bases and planes as well as all the scrapes with Harry Hun.

There's a saying that goes "Old soldiers never die, only young ones". Deep.

Old enough to kill, but not to drive, which wasn't really a problem in 1914.

BAD NEWS FOR HEDGEHOGS

ZOOL

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From the darkest corner of the Nth dimension, comes the hippest cosmos dweller ever to take centre screen. ZOOL-Ninja alien and righteous dude is on his way. Hedgehogs beware!

"Gremlin have produced a masterpiece."
Amiga action 96%

"Fast, action-packed, challenging and highly addictive"
The Sun

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GAMES

Here at AMIGA POWER, we don't just test games. We review the living daylights out of them – *Flashback*, *Desert Strike* and *Entity* to name but three. But first it's time to ask (and answer) that perennial poser...

JUST WHO DO WE THINK WE ARE?

LINDA BARKER

Linda's spent this month getting settled in. Where once Winona Ryder stared mournfully down at us, there's now a plethora of pics of Norwich, Norman Wisdom and strange pop stars. And, as well as sticking lovely plastic daisies everywhere, she's also threatened to put up some flowery curtains. Unlikely as it may seem, Linda's homeliness seems to have had an effect on some of the AP team.

STUART CAMPBELL

In an unprecedented move towards domesticity Stuart has started making snacks (of a kind) and passing them around. Made of Primula cheese spread between two Cheddars, they go down a treat! Says Stuart, "I never knew it was so easy!"

DAVE GREEN

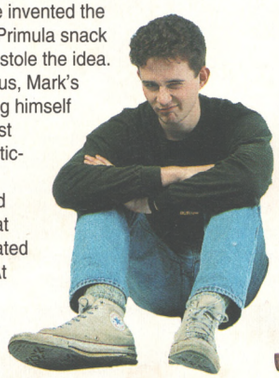
The rest of the team are convinced that Dave is not of this world – that he is in fact an alien being. The evidence is overwhelming: his shoes pump up, he knows far too much about mid-1980s pop music and, get this, he shows no inclination towards anything even remotely homely. What's more, his laugh is definitely not of this planet.

JACQUIE SPANTON

Jacquie's little corner is very neat and cosy, but that's about as far as it goes. Jacquie is in fact quite famous for the amount of time she spends trying to avoid home comforts. If she needs something to eat, she'll just go to the pub; if she needs a break from staring at a Mac screen, she'll just go to the pub; if she needs a drink, she'll just go to the pub...

MARK WINSTANLEY

Mark is currently embroiled in a bit of a 'domestic' with Stuart. Y'see, our Mark is claiming that he invented the Cheddars and Primula snack and that Stuart stole the idea. Fortunately for us, Mark's way of consoling himself is to bring in vast amounts of exotic-sounding sandwiches and then sell them at ridiculously inflated prices to Tim. At school, Mark came top in Home Economics.



TIM TUCKER

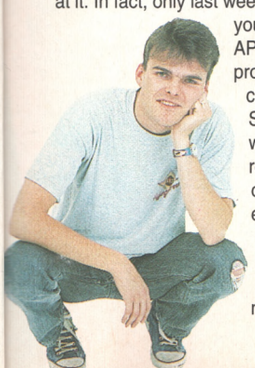
Snoogy Woogy, as he's affectionately known around these parts, attempted to make a soufflé for his loved one last week. We tried to warn him, but he insisted that a perfectly light and fluffy concoction could be rustled up from a few of Mark's sandwiches. Needless to say, it was an unmitigated disaster.

LISA KELLETT

Lisa seems to think that the entire AMIGA POWER team are in need of fattening up. On a normal day she'll bring in two dozen cream cakes and enough bananas to feed all the chimps in captivity. After two weeks of this, the team had to fall to their knees and beg Lisa not to bring in any more doughnuts.

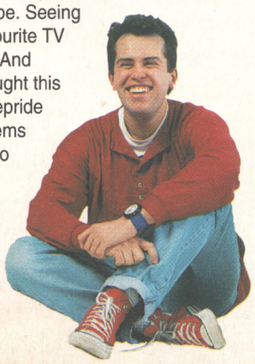
RICHARD LONGHURST

Richard's been a domesticated father-figure for a while now and he's very good at it. In fact, only last week he bought his youngest into the AP office and proceeded to change its nappy. So overawed were we at this remarkable feat of domestic engineering that we all had to have a go. The young 'un was not impressed.



DAVE GOLDER

We haven't seen much of Dave this month. According to a very reliable source he's been perfecting his own unique Homeboy recipe. Seeing as Dave's favourite TV show is 'Food And Drink', we thought this involved Homepride flour, but it seems to have more to do with his drum kit, a Public Enemy baseball cap and strange, abrupt hand signals.



JONATHAN DAVIES

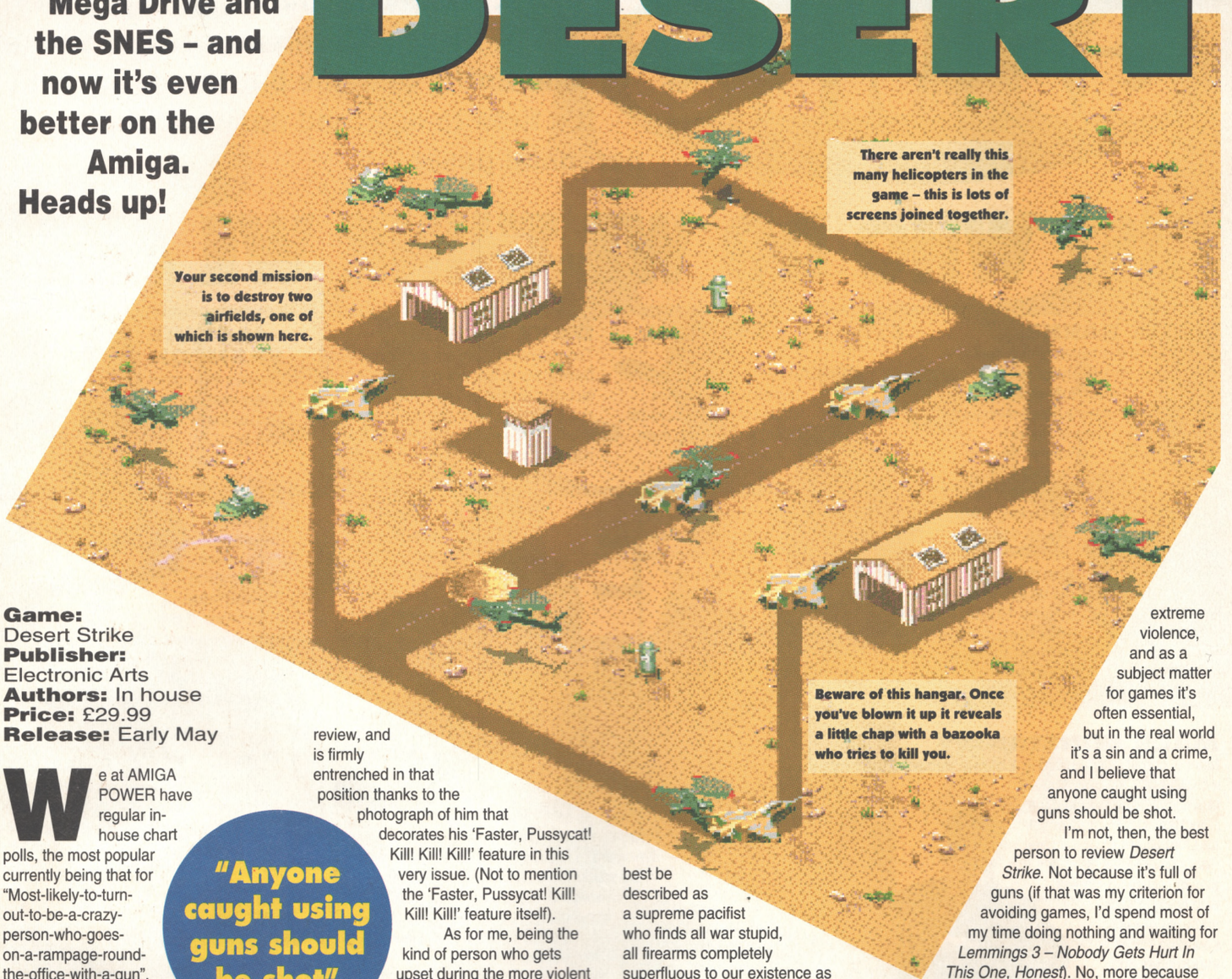
Jonathan had a very interesting telephone call this month. Someone claiming to be from Bowyers' marketing department called him up and asked him what his favourite brand of sausages were. Jonathan, unfazed as ever, answered: "Sainsbury's. If there's an end on which I'd spend my last remaining cash it's sausage, friend. Sausage and mash."

How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. Third points? Old hat, guv.

DESERT

It's a hit on the Mega Drive and the SNES – and now it's even better on the Amiga. Heads up!



Game: Desert Strike
Publisher: Electronic Arts
Authors: In house
Price: £29.99
Release: Early May

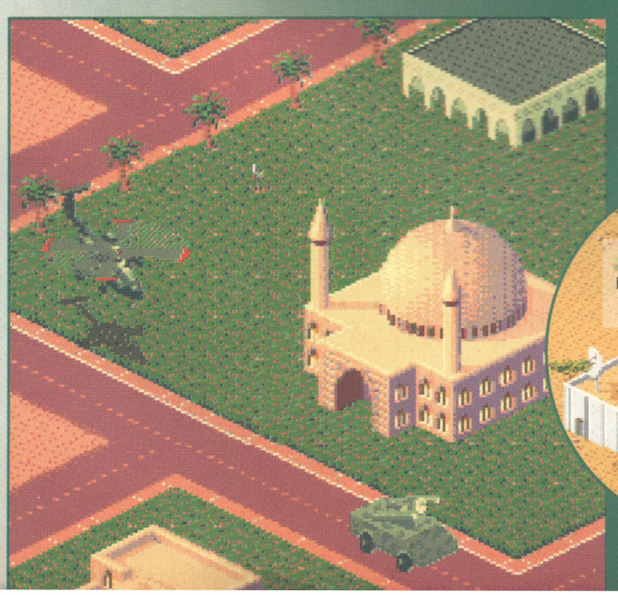
We at AMIGA POWER have regular in-house chart polls, the most popular currently being that for "Most-likely-to-turn-out-to-be-a-crazy-person-who-goes-on-a-rampage-round-the-office-with-a-gun". Mark has 'shot' straight to Number One after last month's disturbing *Walker* review, and is firmly entrenched in that position thanks to the photograph of him that decorates his 'Faster, Pussycat! Kill! Kill! Kill!' feature in this very issue. (Not to mention the 'Faster, Pussycat! Kill! Kill! Kill!' feature itself).

"Anyone caught using guns should be shot"

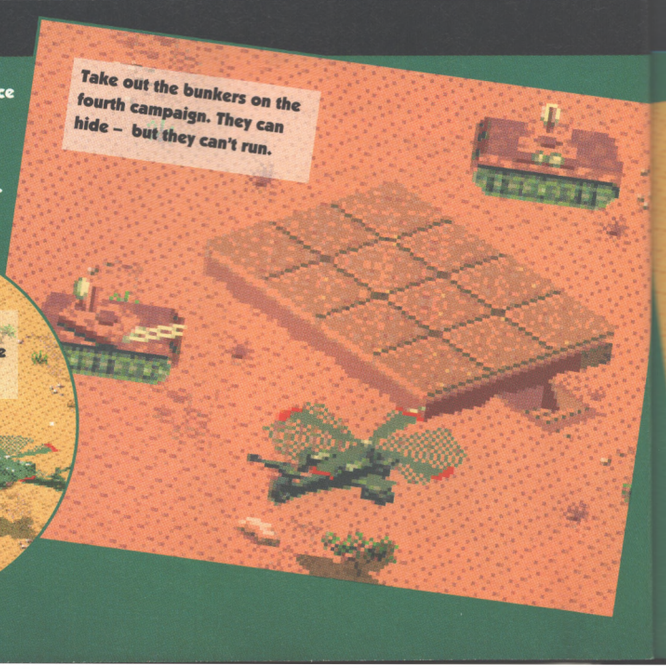
As for me, being the kind of person who gets upset during the more violent moments of Tom and Jerry, the rest of the team will agree that I'm pretty far down the chart. I might best be described as a supreme pacifist who finds all war stupid, all firearms completely superfluous to our existence as civilised human beings, and anyone who uses them completely mad. Sure, I like the odd feature film portraying (fictional) extreme violence, and as a subject matter for games it's often essential, but in the real world it's a sin and a crime, and I believe that anyone caught using guns should be shot.

I'm not, then, the best person to review *Desert Strike*. Not because it's full of guns (if that was my criterion for avoiding games, I'd spend most of my time doing nothing and waiting for *Lemmings 3 – Nobody Gets Hurt In This One, Honest*). No, more because it's so frighteningly serious and realistic. Take first the situation that you're placed in. It's set in the Middle East where, from

DEALING DEATH FROM THE SKIES



General Kills-Babies' Palace – this is actually the penultimate target of the entire game, but we put it first because it looks nice.



STRIKE

Far left: The map screen gives you loads of helpful info.

Left: If you pick up the TV crew they'll never leave you alone.

Below: A nice big explosion. Kerr-wumph!

out of the confusion of religious and racial conflict, a madman has emerged as the leader of his race. He intends to start Armageddon, and his name is General Kilbaba (an obvious derivation of 'Kills-Babies', in my opinion). This isn't like a pretend situation where you control a spaceship trying to defeat an evil empire of unpronouncables. This is, like, real, man. Something very similar to this happened just recently and may well happen again. When I was handed this game my bottom lip wobbled, tears welled up in my eyes and I had to suppress the urge to moan "We're all gonna die".

As I said, I wasn't on first consideration the best person to review it. But how wrong an impression that was. What an utterly fabulous and absorbing game. Not long after I'd loaded it up I was overheard by the others hissing "die verminous scum", in a manner not dissimilar to my worthy compatriot Mark 'Kill Kill Kill' Winstanley. What's happening to me?

"It's the best version of the lot"

Let's calm down and start at the beginning. One of the first things that strikes you (ha) about this game is that it's extremely professionally done. There's an incredible cinematic intro reminiscent of Apocalypse Now, and the accompanying music and sound effects really gear you up for the action. Similarly with the options screen, the whole thing is polished to a militaristic sheen. I wouldn't normally spend this much space on pre-game sequences but you'll know what I mean when you see it for yourself (and don't forget to turn the volume all the way up high – this could be the best sound on an Amiga game yet).

That's fine then, but we don't spend thirty quid for a good intro sequence do we? You want to hear what the game's like. If you don't already know, this has been acknowledged for some time as one of the best games on the Mega Drive, and the recent conversion to the SNES has proved a success too. We Amigans are the last to get it, but the good news is that it's the best version of the lot. The graphics have been improved, in particular the really meaty explosions that accompany your destruction of the enemy, and the sound is massively improved. Doesn't that make you feel good?

More importantly, though, everything about the gameplay that made the console versions a success has been retained here. You're piloting an Apache helicopter and you have to complete four campaigns, each consisting of various sub-missions. You have to complete the missions in a →

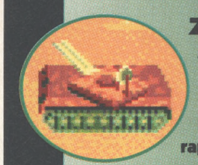
THEY TRIED TO KILL ME!

AAA
Anti-aircraft artillery. It's not very accurate but it does have a fast firing rate.

RAPIER
Surface-to-air missile launcher. Deadly accurate, so you'll need to be fast to outwit them.

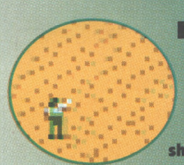
VDA
Not much firepower here, but it does have wheels and can follow you around.

BOAT
These fire at you out of the water. Not too much of a problem, because there's not a lot of water in the desert.

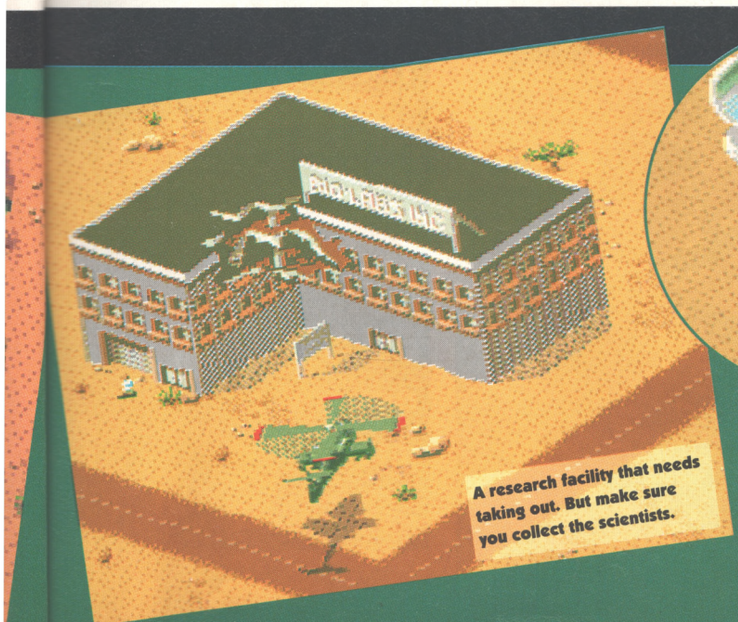


ZSU
A rock hard tank. It takes a lot of hits and fires powerful shots rapidly. Avoid.

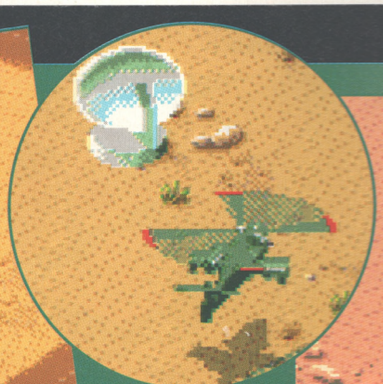
CROTALE
A sort of crispy, bready substance that's often sprinkled on your soup in posh restaurants.



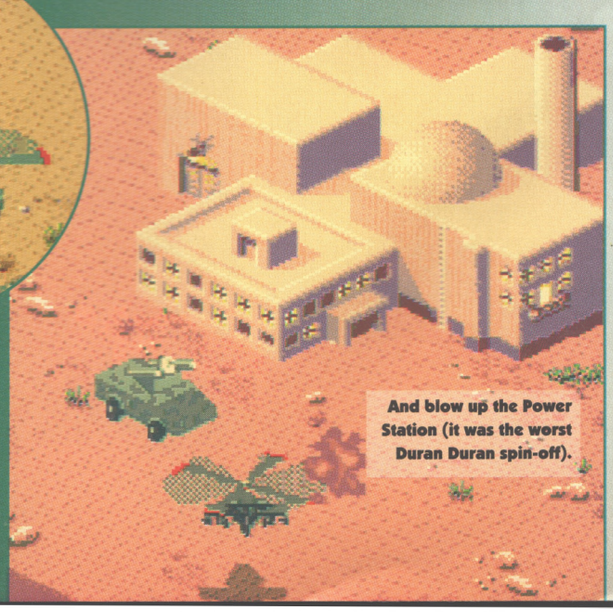
BLOKE
With a bazooka, though. A couple of shots from him can bring you down, so pulp him.



A research facility that needs taking out. But make sure you collect the scientists.



Radar sites also have to be destroyed. This ensures that the General can't receive B Sky B.



And blow up the Power Station (it was the worst Duran Duran spin-off).

NICE SOFT TARGETS

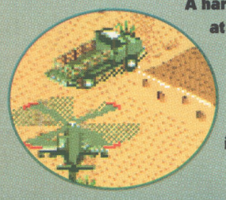
FLAMING WRECK

It's not doing much harm, but it's a good chance to get in a bit of target practice.

BUILDINGS

They could contain innocent civilians, but in a war everyone becomes your enemy.

A TRUCK



A harmless truck, at that. A bit like those ones on the Waltons. You got it – it's history.

ROAD BLOCK

Not much of a problem in the sky – but wait, isn't that guy laughing at you? Kill him.

CAMP SITES

A bit unfair this one. Tents can't really deflect bullets at all. Decide for yourself if it should go.

A BARREL

Again, a bit of a chance for some target practice. Plus, it's a lovely explosion.

JEEP'N'TRAILER

Not quite sure what that swirly thing does – best to bomb it!

ABANDONED CAR

Well, it looks pretty abandoned, but there might be some kids playing inside. Pow!

specified order – although nothing actually prevents you from doing them in any order you like, you will sustain more damage from attacks if you don't attempt them the way you're told to.

During the campaign you need to constantly keep your eyes on three important factors *(But I've only got two eyes! – Ed)*: how much fuel you've got, how much ammunition and how much power your helicopter has. Fuel and ammunition can be found all over the area, sometimes under enemy hangars and tents which need destroying first. Your ammo takes three forms – the cannon, and Hydra and Hellfire missiles. The cannon is good for shooting down foot soldiers and anything that doesn't fire back, but when faced with Rapiers, anti-aircraft guns and suchlike then you need to resort to the more powerful missiles at your disposal. The Hellfires are awesome, but they're in short supply, so use them sparingly. Swapping between the weapons systems is done with the space bar, which can be a pain when you're trying a tricky manoeuvre and being shot on all sides by everything that General Kills-Babies can throw at you. But it does get easier with practice.

Your helicopter power is a measure of the amount of armour protecting it from enemy fire. The main way to recharge this is to pick up MIAs (friendly troops who are 'Missing In Action') and return them to one of the landing areas. The MIAs are meanwhile being shot up by foot soldiers, so if you miss any of them on a pass, the chances are they're not going to be around when you come back for them. This idea of picking up MIAs to ensure your survival is a masterstroke for a number of reasons. First, it gives you another task to constantly come back to while you're trying to complete the main missions. Second, it's in your interests to take on randomly-scattered ground forces, or else they may end up killing your valuable MIAs and leaving you dangerously armour-free.

Do you ever get the words 'Desert' and 'Dessert' mixed up?

I did once in an Armenian restaurant, with hilarious consequences.

And this is what's so great about the game. Because it presents your objectives in a specified order, you might think that it's going to be an extremely linear strategic run-through with no variation in the gameplay when you have to start the game again. But you'd be wrong, because with all the other factors you have to bear in mind you never seem to play the same game twice. And once you've got through a campaign, you can always come back and try to do it without going for any more ammo, or other similar challenges.

Don't shoot that tank, it's one of ours you fool.

The actual pace of the game is quite slow – there's no fast flying or Top-Gun-style acrobatics. The control system is a bit unusual but, once you're used to it, gives a tangible sense of realism. Not that I've any idea what it's like to fly a helicopter, but I imagine it's quite like this. Probably. Your gunship is always at the same height, which is actually pretty low, so low in fact that you occasionally bump into buildings and rocks that get in your way. It's quite a skill to pilot it effectively, but it's very satisfying when you do finally get better and start pulling off some cool manoeuvres. As you can see from the screen shots, it's all viewed from an isometric 3D perspective, which is unusual for this type of game.

But what is this type of game? It may look like a fairly standard war-themed shoot-'em-up (like, isn't it just, when all's said and done, *Commando* in a helicopter?), but when you play it you realise there's no other game quite like it. The strategic elements are enough to make it intriguing without causing immense boredom (my usual reaction to strategic elements in games), and the satisfaction of blowing up enemies in glorious technicolour has to be experienced for yourself.

As I said at the beginning of this review, before seeing this game I wasn't the type of person who'd get into a shoot-'em-up with the Gulf War as its theme. Now – well, just you try getting me off it. It's got me completely hooked, and it's one of the few games that come in which gets everybody in the office looking over your shoulder saying things like "Can I have a go?" and "You didn't want to do that". I'm afraid there's only one thing for it – you're going to have to go out and buy this.

● *TIM TUCKER*

There are roads in the desert. And sometimes green stuff as well. It's not such a bad place to live.

It was only once he'd turned off the music that Mr Whippy realised he'd taken a wrong turn.

UPPERS It's hard to pinpoint individual elements – this game just works extremely well as a whole. Special mention should be made of the sound, which successfully conjures up a gripping war-zone atmosphere, and the terrific explosions when destroying an enemy. It's massively addictive too.

DOWNERS There's no variation in gameplay, and it could have done with a few more campaigns. It's all a bit yellow too. The combined joystick and keyboard controls can be a little awkward to get around in the heat of battle, so try the keyboard only option, which might suit you fine.

THE BOTTOM LINE

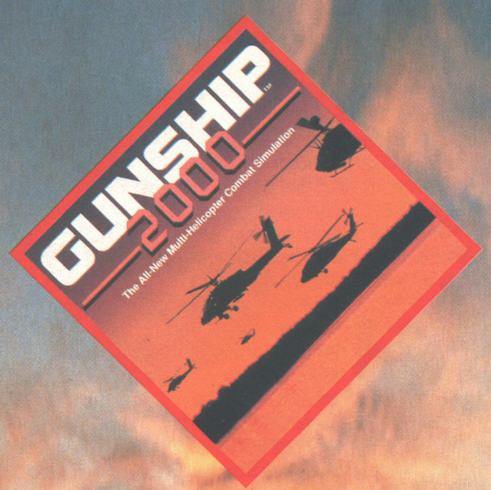
A real must-buy. Forget about any war game aversions you might have – you can't be any more pacifist than I was, and this has totally converted me. It just reeks of quality all over, and you know you're playing a game you're going to want to come back to. It arrived just too late to get a mention in our Top 100, but I'd go so far as to say it's one of the best games we've ever seen on the Amiga. Don't miss it.

BOTTOM LINE

A1200 No tangible differences – *Desert Strike* runs just the same on the 1200 as on the big machine.

92 PERCENT

First Class Flight



As masters of the flight sim, MicroProse sets the standard for excitement in the sky. The three games shown here, for instance, feature realism other publishers can only emulate. And all these award winning titles are available for Amigas.

From the formidable Flying Fortress of WWll to the Short Take-off and Vertical Landing Harrier of more recent conflicts, these flight sims feature unequalled graphics and gameplay. Gripping action is at your fingertips, right from the moment you load up. In aircraft as lifelike as these, your imagination is the only restriction on your rapid progress through the skies!

Wherever you want to fly and whoever you want to pit your skills against, choose MicroProse. With the best no further away than your local Amiga games stockist, why fly economy when first class is within easy reach?

MICROPROSE®

Seriously Fun Software

Leaping chasms, sitting in chairs and getting shot at by bad guys – it's all in a day's work for Mr Conrad Flashback.

FLASHB

You must remember this – a fully-animated adventure that's

Game: Flashback
Publisher: US Gold
Authors: Delphine Software International
Price: To be announced
Release: May

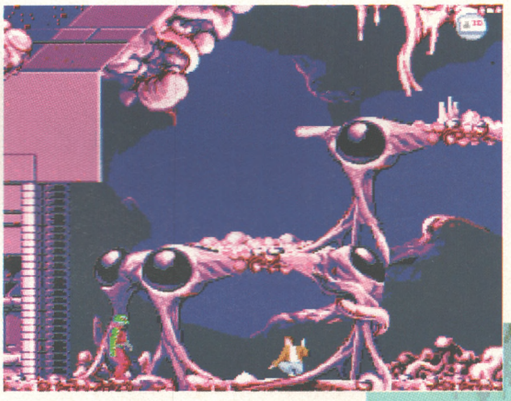
Argh! Mini-novelisations, plot lines and fat game manuals – the bane of my life! If I wanted to read a book, I'd go to a library. If I want to play a game, the last thing I want to do is settle down and chug my way through a 92-page novella. Game companies make games, so why should we have to endure their half-baked attempts at prose? Don't they get it? WE DON'T WANT TO READ THEIR CRUMMY STORIES! Needless to say, there's all manner of guff in the *Flashback* manual explaining the plot, but who wants to waste time on that? Not me, that's for sure, so let's skip it.

The last big product to hit the stands from Delphine Software was *Another World*. With a revolutionary concept that was somewhere between a computer game and an animated film, *Another World* almost (but not quite) succeeded in being a milestone in Amiga history. The trouble with it was that once you'd marvelled at the innovative cinematic cutting from scene to scene and the use of close-ups for extra emphasis, the game was a tad thin and you could whizz through it in a few days.

So have Delphine realised their mistakes and made good with their latest effort? It would appear so. The game opens with a truly stunning and thoroughly filmy opening sequence. We see a running man (though not the Stephen King character that was turned into a rather lame Arnie movie) who's being pursued by hard-looking guys with dangerously cool raincoats and a worryingly large amount of firepower. The bloke being chased goes by the suitably Gallic name of 'Conrad', but that's not the reason they're after him. Leaping on a hoverbike (so we know it's a sci-fi thang), Conrad jets off as the dudes let rip with lasers. Escaping from the city, he's shot down and wakes up in a jungle.

From this point onwards, you're in the game itself. It's soon obvious that it's one of those arcade-adventurey affairs, where you run around platforms picking up helpful items, so you've got to wander round a verdant maze until you work out your next move. To make matters more interesting, Conrad's memory has apparently been completely wiped, which means that if you don't read all the accompanying blurb, you've got about as much idea of what's going on as he does. So when the old bloke tells you he'll sell you a grav belt for 500 credits, you feel that it must be a good idea, and so set off to get the cash. Once you're past the jungle and into the city, things start to get a lot clearer, since you bump into your old 'pre-lobotomy' mates. These helpful fellows fill you in on all kinds of details, like the fact that most of the people are aliens who're invading Earth using the cunning guise of looking like humans. From these hints you can go onto raising the cash to get a shuttle off Titan, and continue your adventures all over the place.

Now, plot differences aside, anyone looking at the pictures is going to say "Hang on, this is just *Prince Of Persia*, tarted up," and they'd be right – sort of. The influence of that popular and practically ubiquitous game is undeniable, but to describe this as just being a prettier version does it no justice whatsoever.

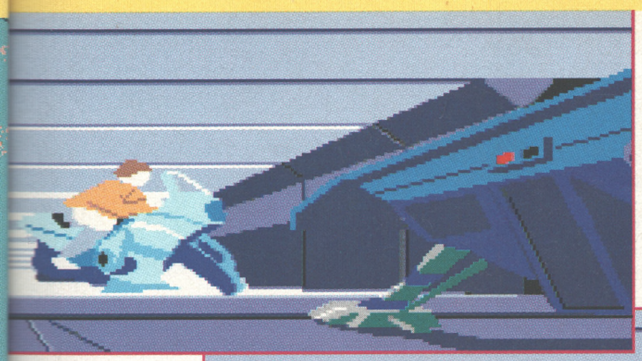


Tagging the green aliens is a real toughy.

Flashback's Conrad is *Prince* in Levis and a casual jacket, *Prince* with an attitude, packing a horny handgun, putting the brakes on the bad guys, leaping gaping canyons with a single bound and (ultimately) saving the entire planet from the ravages of alien replicants. The *Prince* is dead, long live King Conrad.

What can Conrad do then? Well, for a start the controls are impressively responsive, with only a slight inertia lag to stop him when he's running. He jumps, runs, sneaks, crouches, fires his gun from most positions and generally indulges in all manner of actions that would raise a sweaty sheen in us mere mortals, but which leaves Conrad (who, remember, is only a two-dimensional game character) none the worse for wear. However many frames of animation there are for Conrad, it's enough to cover every conceivable move, apart from maybe scratching his nose and brushing his trousers down after

Meanwhile: In the jungle (the mighty jungle), the lion sleeps tonight. A-wim a-way, a-wim...



Conrad initially escapes on a rather spiffing hover bike, breaking the laws on both theft and speed limits.

Possession is nine points of the law on Titan, but the alien police force really take offence to traffic violators.

BACK

more than just another *Another World.*

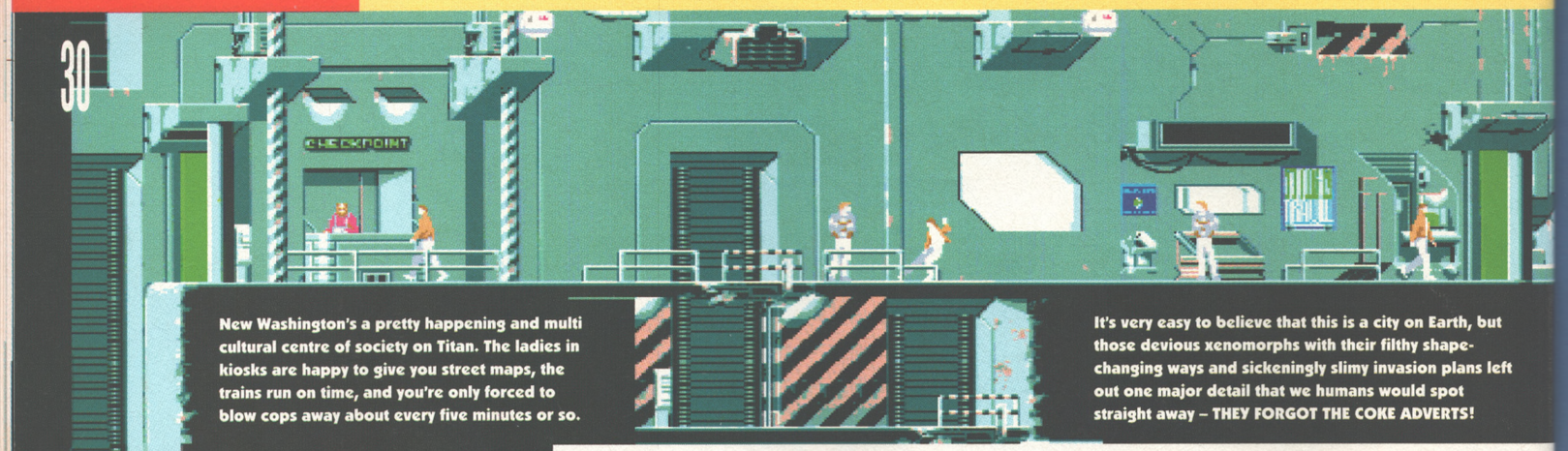
a particularly nasty fall. There are so many in-between frames that the action flows credibly from one movement to the next. If you want to jump down when you've got your gun drawn, for instance, Conrad holsters the gun, jumps, bends down as he hits the ground, then straightens up and takes his gun out again, and all this is accomplished by a single nudge of the joystick.

Adding to this fluid progression, the control system's simplicity itself, with essentials like jump and crouch being pretty obvious, and more flashy moves such as running jumps requiring you to just let go of the joystick and keep the fire button pressed. In no time at all, you'll have Conrad racing fluidly all over the place, pausing only occasionally to waste a few bad guys.

"Prince with an attitude, packing a handgun"

So, now we've got over the *Prince of Persia* comparisons, let's take another look at the screen shots. Impressive or what? Unfortunately for you magazine readers, you don't get to see the animation of the characters, you don't see the empty bullet cases eject from Conrad's gun, or the horrible green blobby aliens ooze their way towards you before forming into a →

YOU PASSED ON THREE QUESTIONS – SO PERISH, PUNY EARTHLET



New Washington's a pretty happening and multi cultural centre of society on Titan. The ladies in kiosks are happy to give you street maps, the trains run on time, and you're only forced to blow cops away about every five minutes or so.

It's very easy to believe that this is a city on Earth, but those devious xenomorphs with their filthy shape-changing ways and sickeningly slimy invasion plans left out one major detail that we humans would spot straight away – THEY FORGOT THE COKE ADVERTS!

humanoid (but still fairly green and horrible) form. All this in-game graphical wonderfulness is topped off by the excellent between-level sequences, which not only look great, but also logically link the levels by adding the storyline.

Come to think, when you get down to it, the plot's a bit like the John Carpenter flick They Live *(Obey authority! – Ed)*, with Conrad having been kidnapped after he discovered the *(Marry and reproduce! – Ed)* invading aliens masquerading as decent, red *(Stay asleep! – Ed)* blooded humans on our very own *(Consume! – Ed)* mother planet. Okay, so it's all a bit 1950s 'Aliens ate my Grandmother', but it's not supposed to be high art is it? The story allows for Conrad's wanderings, and manages to fit in a bloodthirsty TV show, space travel, being thrown into prison and entering underground caverns, which offers plenty of variety for the player, and more than enough high jinksterness for the long-suffering Conrad.

The sound's equally impressive, with varying effects for the gunfire, moody atmospheric backing tracks and even some fairly passable Europop music for the linking and intro sequences. And as for the gameplay, well, take my word for it, it's the Ferrari of arcade adventures, and so brilliant it'll burn your eyeballs into prunes and make them plop out onto your cheeks.

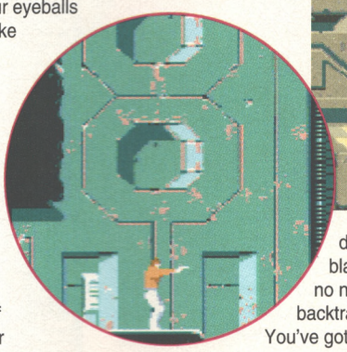
A good indication of how I feel about this game would be to just keep typing the words "Like, Wow!" until I got to the end of of the review, but seeing as this requires limited word power, and would ensure my rapid demotion to the post of *ex*-Staff Writer, I've got to go for another approach. It's epic. It's awesome. It's as much fun as eating nice cake, or a having a pretty nurse wash your hair when you're in hospital. It's nearly as great as lounging on an inflatable crocodile while floating on the sea during the summer. I like it. This game I like. It's more likeable than a big likey thing. Get the picture? *(No. Tell us WHY you like it, Mark. – Ed)*

"It's as much fun as eating nice cake"

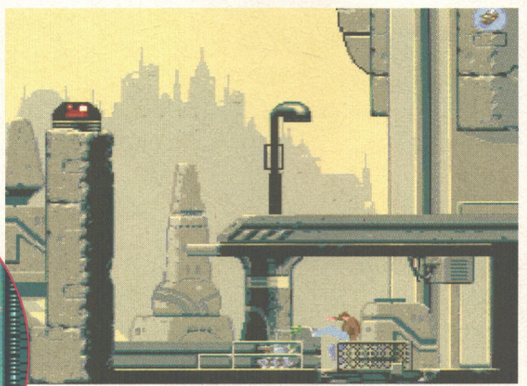
Whatever 'it' is that makes you stay up all night playing a game, then *Flashback's* got 'it' by the skipful. Everything about it seems to be just right: if you're halfway through a level, you'll run into a 'save' console, so should you fall to your death or get blasted, there's no need to backtrack too far. You've got unlimited ammo, so no problems there, and even though you can only take as many hits as the bad guys you kill, you'll find recharge points for your force field at strategic points. The balance between nasties and bonuses seems to be right, even down to passers-by that you can talk to for helpful advice.

Looking at the huge score given at the end of this and all my witterings about the incredible graphics could well blow open the great 'graphics vs playability' debate. The fact is that a major factor of *Flashback's* appeal is the graphics, but the gameplay's also fast and has that rare feature of being easy to learn, but also thoroughly absorbing. This comes down with one foot either side of the line in this 'great debate', being wonderful to look at and to play, with each side contributing to the other. Just play it, okay?

● *MARK WINSTANLEY*



A stroll round the streets of this fascinating city is often interrupted by little tanks zapping 20,000 volts through your kneecaps.



Conclusive evidence that the destruction of the rainforest is purely a media scare campaign.

AMIGA POWER prides itself on being printed on high-quality paper produced from pure teak and mahogany.

UPPERS Pretty much the entire game really. Stunning graphics, mellow and groovy sounds and gameplay to die for. No disk-swapping problems either.

DOWNERS Every so often, you're completely stumped as to what to do next, which is really frustrating. As jumps and drops are invariably blind, and the only way to check them is to throw yourself off, you frequently end up splatted.

THE BOTTOM LINE

This is a real landmark product. It's bigger and lusher than a large part of your average rainforest, so you're getting your money's worth. It's challenging, entertaining, thoroughly addictive, and it looks better than any random sequence from Cindy Crawford's workout video. Buy it, even if you have to sell your parents into white slavery to raise the cash.

BOTTOM LINE

A1200 The game plays exactly the same, and at the same speed as on a standard Amiga. The filmy links run quite a bit faster though.

92 PERCENT

No.15 AMIGA POWER in the ALL-TIME TOP 100 GAMES

WIZBALL got married, had a kid...

for the... ATARI ST CBM AMIGA

WIZKID

"WIZKID IS A GAME THAT IS SERIOUSLY OFF ITS TROLLEY!" "It REALLY is funny... hilarious in places. You can play it again and again and always find something new... I absolutely love this game to death... it is the most original, funny and clever arcade game I've seen in years. Buy it now." 92% THE ONE

"WILD GRAPHICS AND AN EVIL SENSE OF HUMOUR!" "The most refreshing thing in years, and so individual it's as much fun to play as it obviously was to write. If you don't buy WIZKID, your life will be a lot poorer." 91% AMIGA POWER

"UTTERLY MAD AND EXTREMELY ORIGINAL... ADDICTIVE GAMEPLAY AND STONKING GRAPHICS" "A truly 90s game... definitely one for the collection." 92% ST FORMAT

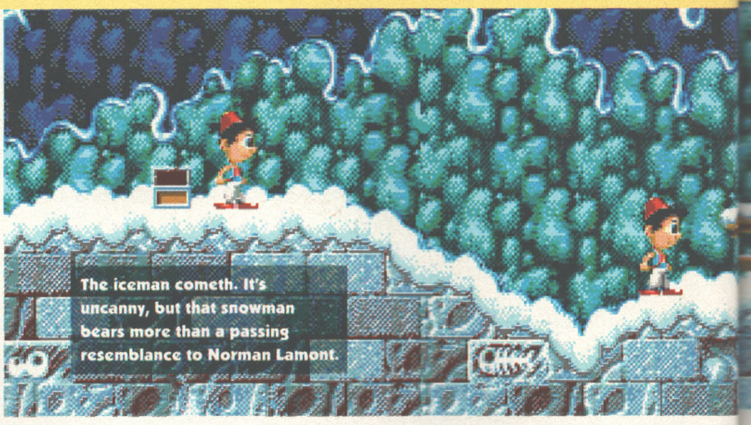
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650

Game: Arabian Nights
Publisher: Krisalis
Authors: Darren Hebden, Simeon Pashley, Matt Furniss and Phil Hackney
Price: £29.99
Release: End of April

You've guessed it already, haven't you? You've looked at the screenshots and you know that somewhere in the first paragraph you're going to find the words 'capers', 'cute' and 'platform' and not necessarily in that order. But, there, I've gone and got them out of the way now and you can stop grimacing because, whatever the style, you can never have too many good games and *Arabian Nights* really is a darn good one.

The plot (which we're not going to go into here for space reasons) is a cute story, but not half as cute as the game itself, which has you, as Sinbad, racing around slashing baddies, jumping on treasure chests and solving all manner of puzzles. The levels themselves are satisfyingly varied and almost unbearably sweet; they're also quite difficult and large enough to keep you occupied for a month's worth of rainy afternoons, even without the secret rooms that are dotted around throughout the game. What's more, *Arabian Nights* is a real treat to play. So what if, in certain places, dying is easier than chewing a fruit pastille? It's no problem starting again. And, because Sinbad Jr is so fast, you soon find yourself at the point where death caught up with you last time. In fact, you do have to be a bit careful when racing along, as Sinbad Jr virtually flies at points and it's hard to make him stop. More than once I raced past a sign pointing to 'acid baths' and the like, tried to stop but still went hurtling out-of-control to a sudden rendezvous with some serious and disfiguring injuries.

"Dying is easier than chewing a fruit pastille"



The iceman cometh. It's uncanny, but that snowman bears more than a passing resemblance to Norman Lamont.

All the levels have their tricky bits to negotiate, and part of the difficulty lies in solving the puzzles. At the beginning of each level there's a cryptic clue that gives you some help and throughout the level little lightbulbs flash up above your head. Press the space bar and you'll get a little message to help, but you're still going to have to expend some effort – the puzzle element in this game isn't just a token effort. The variety of levels means that there're loads of different bits to *Arabian Nights* – travelling through the game you pass through damp, dank prisons stalked by mean sentries with scimitars and baggy trousers, intent on splitting you in half. Then there are the spooky woods with puzzles to solve, grannies to visit, bears to comfort and interactive flowers. There are levels that are traversed by magic carpet and spent bursting air balloons, shooting somersaulting sheep and avoiding cannonballs that are pelted at you from a floating ship (well, it looked like it was floating to me). *And* there's a snowy level too, in which Sinbad Jr skids through the

The lovely Laila, a girl unable to deal with nasty brutes.

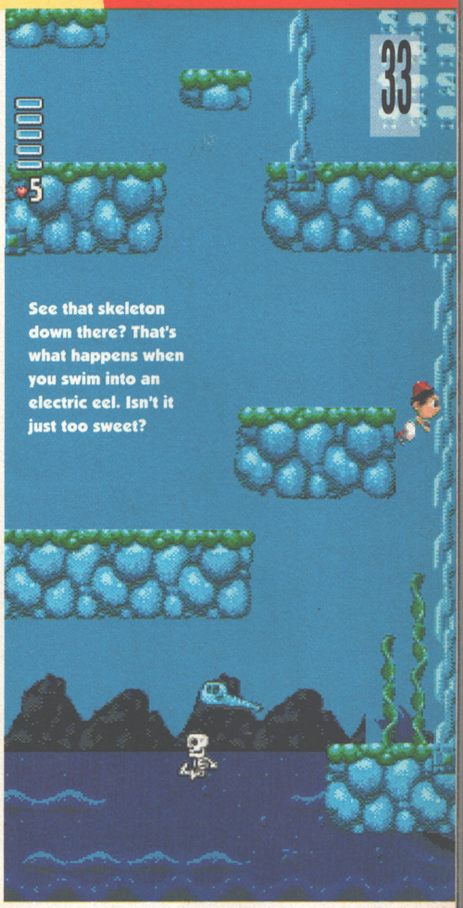
That nasty blob of jelly over there is some kind of squid, though how it got inside the ship is anybody's guess.

Anything to declare? Don't worry, you won't get searched, so all those diamonds will be safe.

There are actually a lot more baddies around than you might think. The most annoying ones are little blobs with eyes that explode in your path and stun you with tiny balls. They're so annoying.

"Night-time is the right time." So

ARABIAN

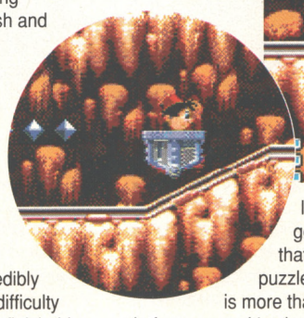


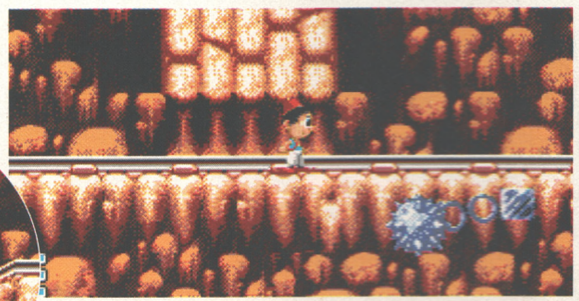
See that skeleton down there? That's what happens when you swim into an electric eel. Isn't it just too sweet?

caves, often to an early death. But my favourite is the underwater level which is a bit like *Ecco The Dolphin* without all the bother of going up for air. Sinbad floats around collecting skulls, avoiding swinging spiky balls and jellyfish and trying not to swim too near electric eels. Mind you, it is sorely tempting to steer Sinbad straight into a leccy eel just to see him go into spasms and turn, briefly, into a skeleton. It might sound cruel, but you've got to have some kind of release from the syrupy sweetness, after all.

Arabian Nights is an incredibly easy game to pick up, but the difficulty level is set just right. You won't finish this game without dying a hundred times first, and some of those deaths will be so frustrating. But perseverance brings its own reward, as they say in Sunday School, and you'll learn how to make your minecart jump at just the right point, how to time those jumps just perfectly, where the spikes are and just exactly how little you need to make Jr skid in the snowy levels. Another good thing is the fact that, because of the puzzles, *Arabian Nights* is more than just another platform game. It's also this added element that makes the game appear a lot bigger than it might do at first, as solving puzzles sometimes gives you access to other parts of the screen. Interacting with other characters also gives you something else to do, such as collecting jewels or currency or finding assorted items such as diving boots, other than just avoiding and/or shooting things. It's grand.

The trick here is to try and stay inside your minecart.



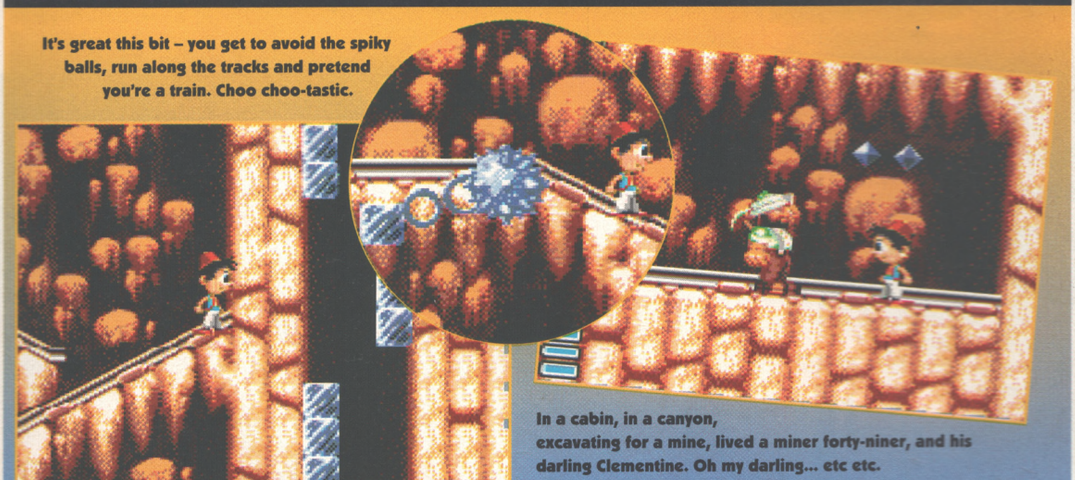


Arabian Nights has a lot of the same elements as a quite a few up-and-coming games. There's *Yo! Joe!* which also sees a young hero brandishing a sword and leaping through dungeons and forests; then there's *Beavers*, another platform romp, which has a similar snowbound level and skidding action. Still, *Arabian Nights* is the first of the batch and it could be the best – we'll have to see how the competition shapes up. We've been asked not to disclose the ending, but I'll just say that Sinbad Jr does 'get his way' with lovely Laila eventually. Phwoar... ahem.

● *LINDA BARKER*

ALADDIN SANE

It's great this bit – you get to avoid the spiky balls, run along the tracks and pretend you're a train. Choo choo-tastic.



In a cabin, in a canyon, excavating for a mine, lived a miner forty-niner, and his darling Clementine. Oh my darling... etc etc.

UPPERS Sinbad Jr is such a sweetie, and the background graphics are so nice to look at that *Arabian Nights* is a pleasure to play. Plus, you really have to keep your wits about you because it's so darn fast. The puzzles are suitably cryptic and it's just, like, fun, y'know?

DOWNERS The extraordinary speed does take a while to get used to, so if you're one of those people who tends to give up easily then this is one game that will have you tearing your hair out. Now and then you may come across a touch of 'Road-Runnering' (that's hanging so far off the edge of a platform that you actually appear to be standing on thin air, made-up-term fans), but that's very rare indeed.

THE BOTTOM LINE

It's fun, cute, fast, difficult enough, frustrating and yet completely addictive. Never before has death been so easy to get over. And it is sooo sweet. If cute makes you puke – stay away, and if dying too often depresses you, go and buy a hospital. (Apparently Virginia Bottomley's got some going cheap.)

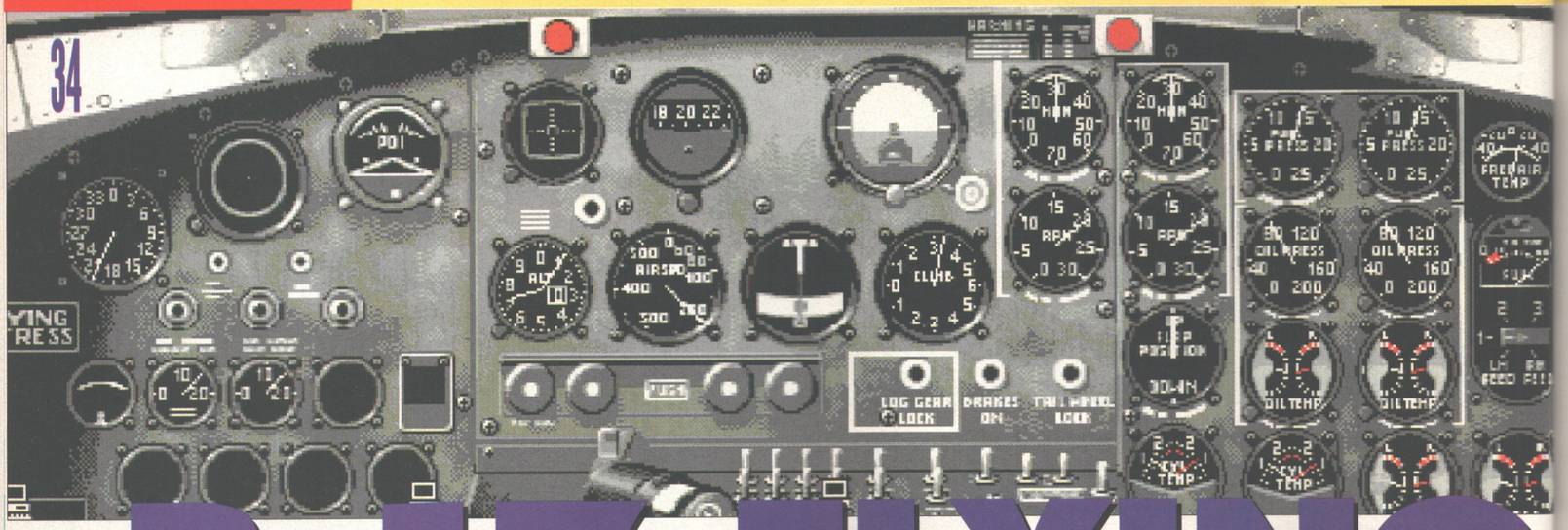
BOTTOM LINE

A1200 There should be a 1200 version later on with some enhancements, but this one works fine as it is.

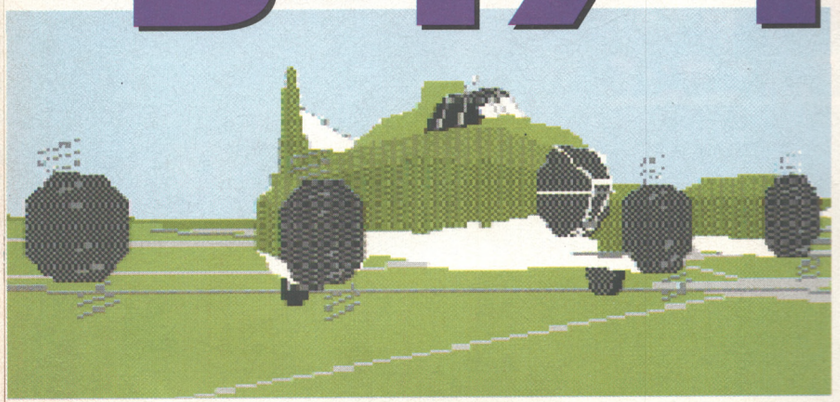
83 PERCENT

claimed pop starlet Sheena Easton. And she was right.

NIGHTS



B-17 FLYING



Your very own 'castle in the air', featuring helpful cabin staff *and* in-flight movies.

Game: B17 Flying Fortress
Publisher: Microprose
Authors: In-house
Price: £39.99
Release: Out now

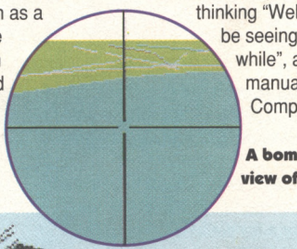
Flight sims are terrifying to us reviewers. You see, most games have a fairly accessible angle on them: the controls are easy to grasp, the characters are identifiable and the manuals are slim affairs with all the obvious information on how to load the game and what the joystick does, which are as useful as an instruction manual on how to breathe. And this is great, because we reviewers are not into poring through loads of text when we're itching to get the thing loaded and start killing/jumping/bouncing/racing/scoring/hitting, or whatever other dubiously anti-social activities the game allows us to partake in.

"Don't expect Top-Gun-style aviation antics"

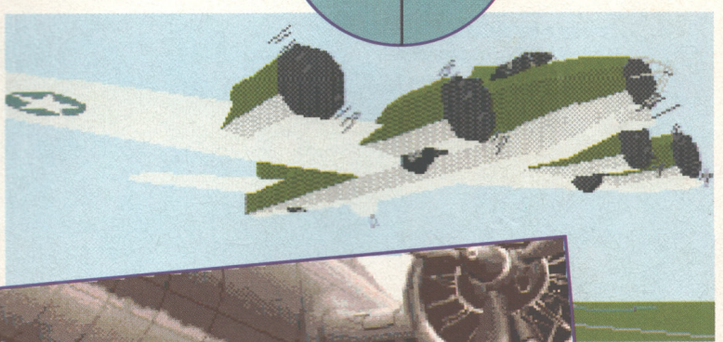
Apart, of course, from flying. Now as we all know, flying is not easy. It takes months of arduous training with complex equipment to recreate the real-world sensation of controlling those huge metal beasts. We reviewers are chucked this thing in a box which boasts "Just like the real thing", and we're thinking "But we've got to have this reviewed for the next issue". We've tried to persuade our Publisher to give us all flying lessons, but he won't agree, so we're stuck in this terrible panic of having to learn to fly in an unfeasibly short amount of time.

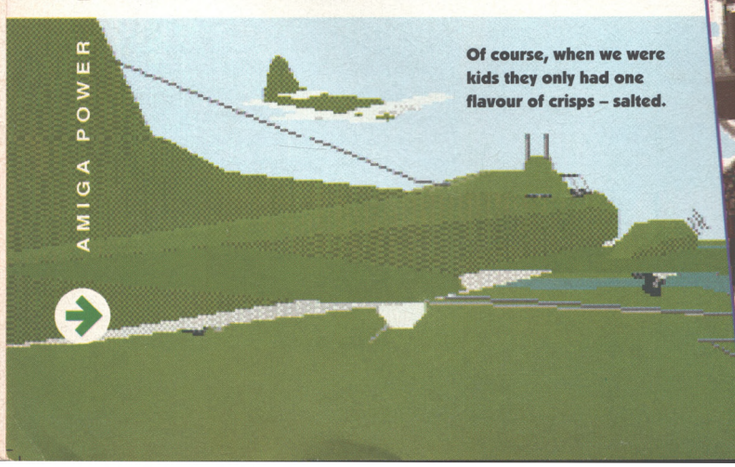
I say all this because I'm not usually given them. You see we've got Jonathan down as a bit of a flying ace. If there was a terrible disaster on a trans-Atlantic flight, and both pilots went down with food poisoning, forcing one of the stewardesses to scream "Is there anybody on board who can fly an aeroplane?", Jonathan would stroll casually to the front, raking his hands through his hair with implausible coolness, and mumble "I think I'm your man." Because we give him so many flight sims, he's practically convinced that he's flown the real thing. The only problem would occur when he started asking awkward questions like "How many disks is it on?" and "Have you got a Bug joystick?".

So, I'm trembling as I open the box, thinking "Well, I guess I won't be seeing my family for a while", and there's the manual, size of The Complete Works of nose artwork,



A bombardier's-eye view of the war.

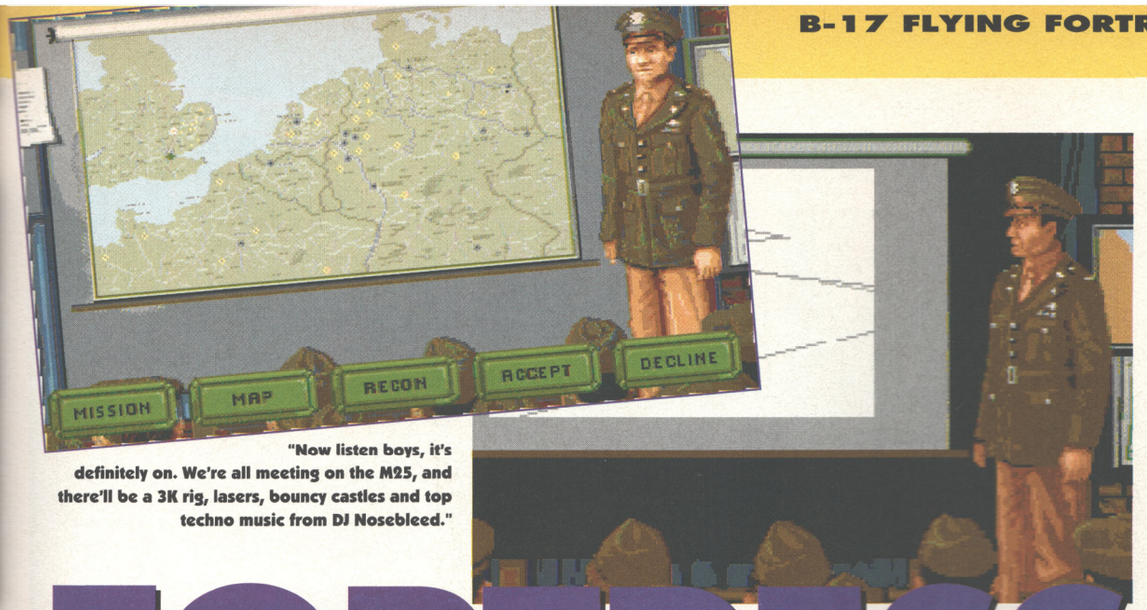




Of course, when we were kids they only had one flavour of crisps – salted.

What a magnificent machine – The Muddy Funster. Isn't she a beauty?

The lads – Ginger, Harris, Tucker, Lucker, Ducker etc.



"Now listen boys, it's definitely on. We're all meeting on the M25, and there'll be a 3K rig, lasers, bouncy castles and top techno music from DJ Nosebleed."

FORTRESS

Tolstoy, and it looks like my social life's going down the drain rapidly. And what do you know, but 30 minutes later I'm totally engrossed in a fascinating recreation of life as a flying ace in the Second World War (except they didn't call them flying aces then, but you know what I mean).

This game has atmosphere points a-plenty. From the start, when you're asked to choose your name, your nose art and bomber name, you're fully entrenched in World War 2 land. Muddy Funster is MY machine. It's got a picture of my favourite gal on the side, to remind me what we're fighting for – our loves, our lives, and the democracy that allows us to put up sexist pictures of semi-clad girls wherever we like.

Then, you're sitting in the briefing room, where you're generously offered a mission, which always involves bombing the Hun (forgive me, it's all part of the training). The mission consists of two objectives, primary and secondary, so if you achieve the primary objective you can always go back and have a crack at the secondary. There's a very impressive scrolling map which gives all the details of flight paths and targets, and even a film of what to look out for when you get close to your targets. Once you've got all the details, you're ready to fly.

There's a configuration menu before you get going, where you can choose your difficulty settings, the amount of enemy attack you'll come under, how accurate at landing you need to be and so on. This is all good news – as it says in the manual, even if you're an old hand at flight sims (a 'Jonathan', as we call them), you'll still find *B17* quite tricky at first.

Next thing you know you're in the driving seat of a throbbing B17, ready to take off on your mission. You can tackle the take-off yourself, or let the computer do it for you (more on this soon). You fly as part of a formation of B17s, so your pals are nearby to help you out in the heat of combat. Now don't expect super-fast, super-smooth scrolling, flash turns and Top-Gun-style aviation antics. This aims for realism, and the heavy B17 just wasn't that type of plane – it was used for strategic bombing campaigns. It must be said that the game is a bit lumpy on an A500, although certainly not as unplayable as *AV8B Harrier*. On an A1200 it's fine, no problems. However, don't let this put you off if you haven't got the faster machine.

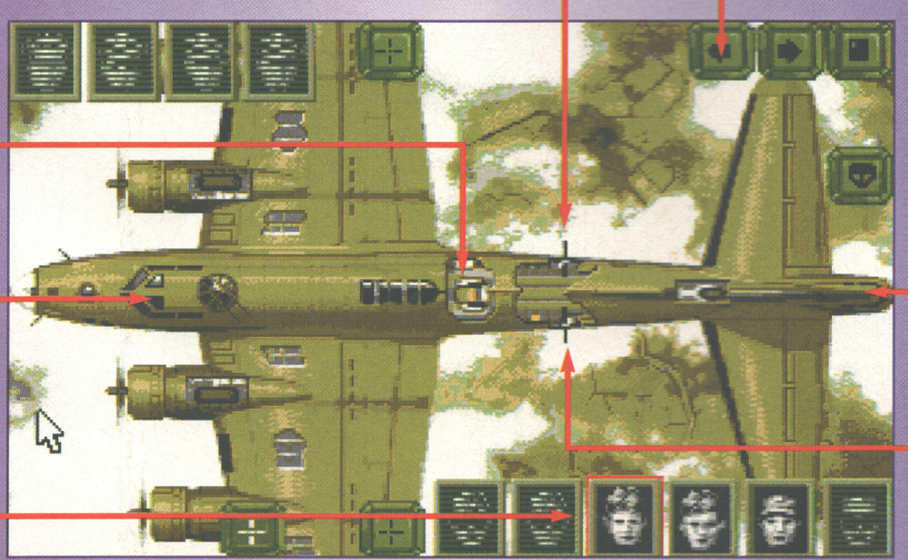
You see, *B17* is more than a flight sim. Not only do you fly the plane, you ➔

The airbase, where you take off and land.

"Cor that was lucky, that plane just missed us."

"Want anything?" "Get us a packet of Bacon crisps." "You what?"

THE CREW AND WHERE THEY SIT



The Waist Section sports a 0.50-calibre machine gun, operated (of course) by a Waist Gunner.

The Radio Compartment. DJ Nosebleed broadcasts his fabulously popular 'Bomb Raid Rave' show from here.

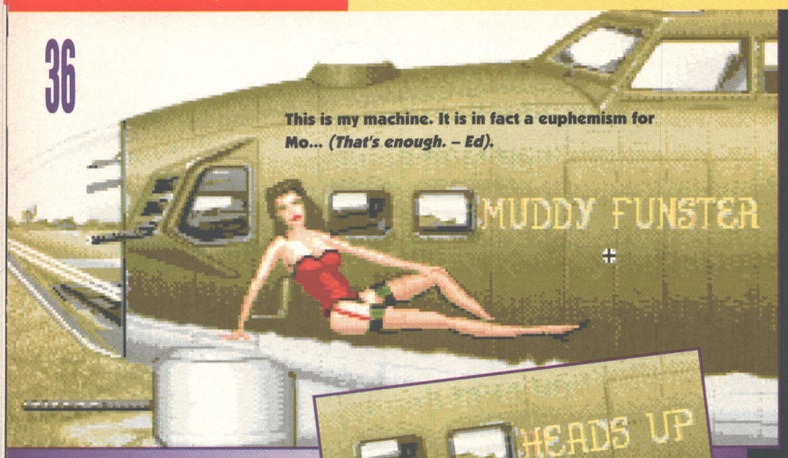
The Pilot and Co-Pilot sit here. Well, it's easier to see where you're going when you're at the front.

Each icon represents one of the crew members. Here's Tucker, Lucker and Ducker – the chefs.

Use these icons to move crew members around, give medical attention, put out fires, and so on.

Tail Gunner, for shooting people behind you. This is also where all the crisps are kept.

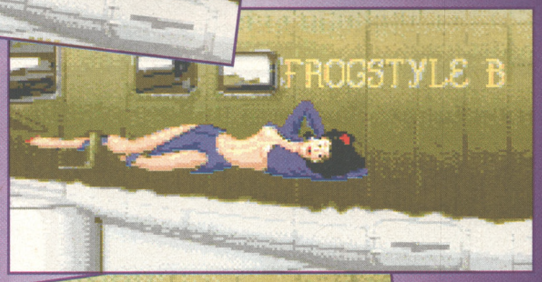
Waist Gunners, who force people to die. Not to be confused with 'Weight Watchers', who force people to diet.



This is my machine. It is in fact a euphemism for Mo... *(That's enough. – Ed).*

Dave G sports this nice mouse on a bomb. No-one knows why.

Stuart chose this politically-correct artwork. His plane is anachronistic, because they only had one flavour of crisps then.



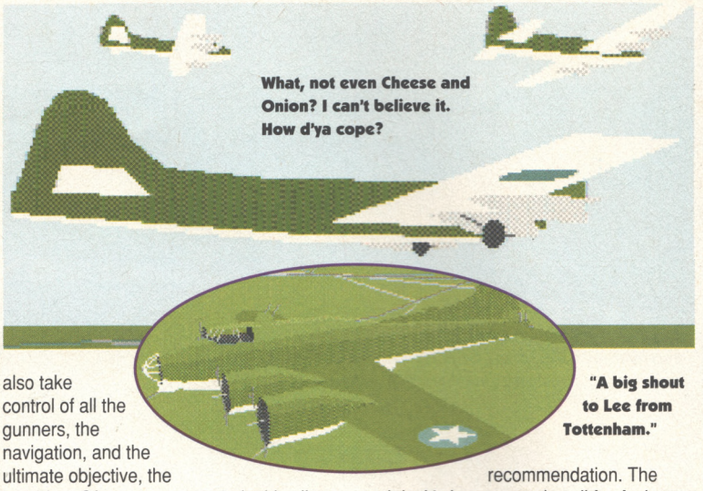
Mark W's artwork is very tasteful. The name is a mis-typing of Frogstar B, out of Hitchhikers Guide.

Linda thought this chap resembled Errol Flynn, hence the name of the plane.

Jacquie has her own personal reasons for this. The significance of 'Chunky' eludes us.

Lisa named Taboo after her favourite drink. "It certainly gets me bombed," she said, today.

FLYING THE FLAG — WITH AMIGA POWER



What, not even Cheese and Onion? I can't believe it. How d'ya cope?

"A big shout to Lee from Tottenham."

also take control of all the gunners, the navigation, and the ultimate objective, the bombing. Of course you can't do this all at once. Using the 'crew members' screen you allocate tasks to the guys who make up your crew, and can then flip between them. When you're not controlling something it comes under computer control, so you can easily start a campaign by assuming the role of the pilot to take off from the runway, switch to navigation to check your course, control the top gunner when enemy aircraft approach, then become the bombardier to drop your load.

The choice is yours, though. If you want to, you can simply watch the action unfold before you and leave it all up to the computer to accomplish the mission, but there'll be less chance of success and it would be extremely boring. Or you can pilot the plane for the whole mission, and let your gunners take care of the action. But overall the best approach is to skip around between all the different posts, getting involved in all the action.

Said action takes place in real time (ish), so it can be a little tiresome waiting for your plane to chug across the channel to its first way-point. Thankfully, this can be overcome by skipping time, although it won't allow you to bypass enemy attacks. What you get with this is a nice balance between realism and action. With all the different tasks you can take on, there's no

Your route is plotted on the map by the Navigator. Sound chap, very useful, what?

real shortage of things to do, and often you'll be grateful for the breathing space that real-time control gives you. It's one of those games that's going to last you ages, just because it's all so realistic that anything could happen, even when you've ploughed your way through all the missions at all the difficulty levels.

It seems that we're getting a bit soft here at AMIGA POWER, what with *Body Blows*, *Lemmings 2* and *Walker* all getting good reviews last month, while this issue *Desert Strike*, *Flashback* and *Arabian Nights* are all given our hearty recommendation. The truth is, it's been a good spell for Amiga games recently, with some serious quality making up for the smallish quantity. So, I've been trying to think of some bad things to say about *B17* to try and even all this wimpishness out. Sure, there's the dull in-flight graphics, and a slightly sluggish feel (on the A500), but since when did you expect slick 3D graphics at a good speed on a 500? *(How about* No Second Prize? *– Ed). B17* is no worse, and in general better, than most other Amiga flight sims. How about the price, then? Forty quid is a *bit* excessive, but I'm afraid that's the biggest fault I can come up with. No, I've got to bow to journalistic integrity and tell you that this is a thoroughly engaging flight sim, which while not offering you the thrills and spills of the super-fast scrolling efforts, has a lot more to offer in the way of strategy, and a highly charged World War 2 atmosphere that'll keep you on the edge of your seat. It's just another recommended game from me, I'm afraid.

● *TIM TUCKER*

UPPERS Plenty of variety , with all the different aspects of controlling a B17 under your control. High on atmosphere, with lots of nice touches like the nose art and film briefing. Just great really.

DOWNERS A bit slow, a bit bland on the 3D graphics and a bit expensive, but all of this is to be expected from a flight sim.

THE BOTTOM LINE

A flight sim that has more to offer than just flying around occasionally shooting things, and as such it's recommended highly. Only the price should put you off.

BOTTOM LINE

A1200 As you might expect, the game runs faster and smoother on the A1200, so bung on another one percent or thereabouts. But as I said, the game doesn't rely on this slickness, so don't be too disappointed, humble 500/600 owners.

83 PERCENT

DARKMERE

THE NIGHTMARE IS ABOUT TO BEGIN

CORE
DESIGN LIMITED

TRADEWINDS HOUSE, 69/71A ASHBOURNE ROAD, DERBY, DE22 3FS. TELEPHONE (0332) 297797. FACSIMILE (0332) 381511

These platforms appear when you collect magic staffs, but they don't last for long.

THE FOREST

The forest is a bit like the prehistory level, only even more green and verdant.

Level one takes place before history. Which must have been a bit of a tricky one to program, don't you think?

THE MOUNTAIN

It must be a bit chilly wearing that get-up on a cold snowy mountain. She'll catch her death!

EARTH'S IMPOSSIBLE DAY

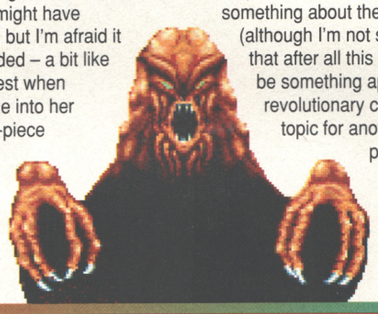
ENTITY

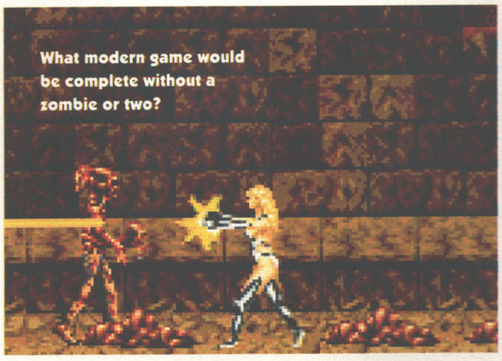
Game: Entity
Publisher: Loriciel
Authors: David Fernandes (programming), Noel Billy (design and graphics), Christophe Zurflux (sound)
Price: £25.99
Release: May

Anthemis, 25, wants to fight dinosaurs and kill monsters.

Here at AMIGA POWER, we like to consider ourselves the masters of the single entendre. Not for us the feeble-witted ripping-off of Viz and the like with a Finbarr Saunders line of humour that stopped being funny about two years ago – we're much more big and clever and grown-up than that, and we like to say what we mean and mean what we say. So, the heroine of *Entity* – large breasts or what?

I'm sorry, that might have sounded a bit crude, but I'm afraid it just couldn't be avoided – a bit like young Anthemis' chest when she's trying to wriggle into her sleek and shiny one-piece leather cossie for a hard day's dinosaur-zapping. The Unique Selling Point of *Entity* seems to be (pretty much) that it stars, instead of the usual impressively-bicep-ed warrior hunk, an impressively-bosomed babe. It says something about the games industry (although I'm not sure exactly what) that after all this time that should still be something approaching a revolutionary concept, but that's a topic for another day (and preferably, another writer on another magazine). Let's forget about the Unique Selling Point(s) of *Entity* (and move rapidly out of this dangerous minefield of would-be Political Correctness). Let's play the game.





What modern game would be complete without a zombie or two?

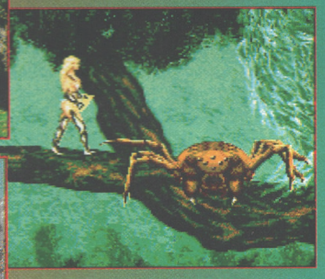
Entity is a fairly straightforward arcade adventure. It's not as involved as the *Shadow Of The Beast* games, but it's slightly more complex than first impressions suggest – there's a bit more to do than just shoot everything and get to the end of each level. There are five of these 'level' things, each one being pretty sizeable, and each one is topped with a short separate boss level featuring a huge and scary monster, culminating in the ultimate battle with the 'Entity' itself. This Final Conflict is set against a suitably diabolical backdrop, all lava and oppressive cloud formations, which is typical of the visual quality of the game in general – it's lovely, in many ways like *Flashback* but in a more 'realistic', stark style. In particular, the mountains from the second stage look just how mountains should look – bleak, rocky and inhospitable. There isn't any parallax, but I don't mind that at all. I'm probably in a minority of one here, but I don't really like parallax scrolling most of the time – very few games do it properly or convincingly, and if you've just got it on a couple of levels it looks, as often as not, more like a Captain Pugwash set than anything impressive. As I said way back through the mists of time in a *Project X* review, having something that

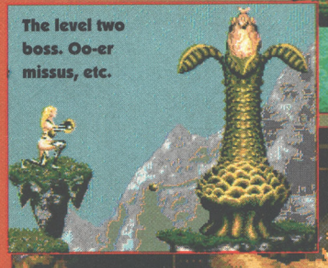
"And phwoar, eh lads?"

Level four sees the weirdest boss of all – his head attacks separately!

Level one's dinosaur makes an encore.

Level three's spider boss is, frankly, the most unpleasant baddie I've seen in a very long time. Ugh.

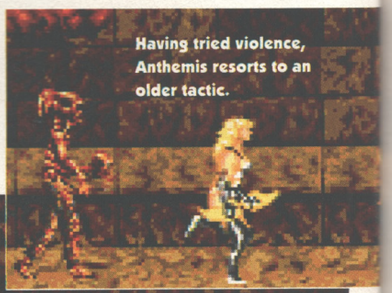




The level two boss. Oo-er missus, etc.

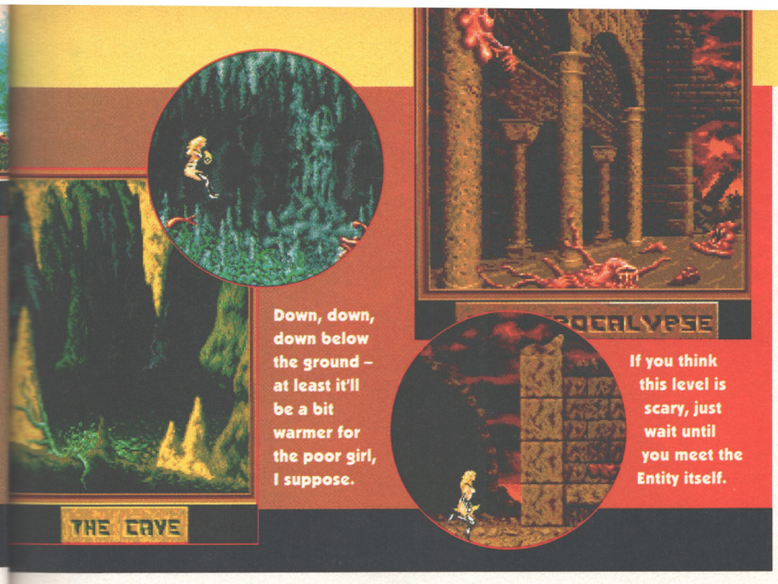
You didn't want us to totally give away the end now – did you?

NOT-SO-METAL MUTANTS



Having tried violence, Anthemis resorts to an older tactic.

Yee-ugh! Is this kind of thing strictly necessary?



Down, down, down below the ground – at least it'll be a bit warmer for the poor girl, I suppose.

If you think this level is scary, just wait until you meet the Entity itself.

games we've seen recently (the worst offender was *Lethal Weapon*, but *Flashback* does it too) suffer from that age-old platform game problem of requiring you to jump into thin air and hope there'll be a platform below you. At first it looks like *Entity's* the same, but duck down and it scrolls the screen just enough for you to usually see what you're aiming at. Hurrah for that, anyway.

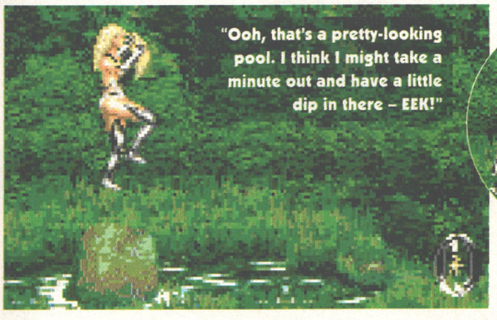
Wrong first impressions are quite a recurring theme when you're playing this, in fact. At first I really didn't like it, but as I stuck at it for a while (for professional reasons), I began to enjoy it more and more. The layout of the levels rewards exploration, you get used to the control of Anthemis (which isn't quite all it should be in terms of response, but somehow ends up workable and natural), and the monsters you meet get more and more impressively slimy and unpleasant. The sound also seems initially a bit out of place, but after a minute or two you really start to appreciate the weird, 70s sci-fi B-movie feel it brings – and get more and more surprised at the continuing non-appearance of Doug McClure.

Still, *Entity* isn't the kind of game you're going to be playing six months from now. The baddies follow very predictable patterns, and if you take your time and pick them off (killed enemies don't regenerate, which is still generally a good thing in my book), you can make steady progress through to the end, and as long as you've got at least one of your five

This is a fab extra weapon, but we haven't got the space to

credits left when you reach the big bad Entity himself, he's a pushover. It's really unlucky for *Entity* that it's appeared in the same month as the similarish-but-much-better *Flashback*, which is likely to overshadow it totally, but that in itself doesn't make it a bad game. (Rage's *Striker* suffered the same fate at the hands of *Sensible Soccer* last year). This is good fun, but I can't really see who's going to buy it.

● *STUART CAMPBELL*

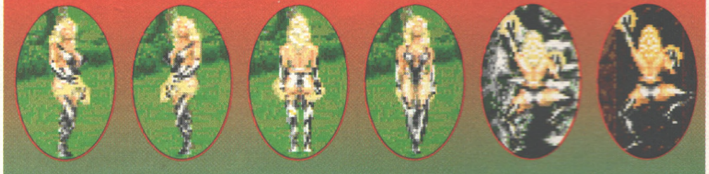


graphical quality doesn't, unfortunately, extend to the scrolling or the animation of Anthemis herself – both have a distinct jerkiness problem, with the scrolling being shown in an especially poor light in the aforementioned mountain stage, which involves a lot of climbing up and jumping down and so on.

Loosely connected to this is one of the nicer gameplay features – several *nearly* works is far worse than simply not trying something you're not going to be able to pull off properly – it just attracts your attention to the shortcomings. To my mind, it's a real flaw of games like *Fire & Ice* and the ordinary version of *Zool* – I'd much prefer to see a nice pretty backdrop locked to the foreground instead of a parallaxing (but blank) graduated colour background, which just looks a bit cheap and tacky and empty. But anyway. The

More slimy beasties, avoided by the heinous tactic of going where they aren't.

STRIKE A POSE, THERE'S NOTHING TO IT



Our fashion correspondents have reported a large number of advance requests for a more complete portfolio of Anthemis herself, so here she is. Phwoar, eh lads?

UPPERS Beautiful graphics – undoubtedly the finest trees and dinosaurs yet seen on the Amiga (well, except for *Flashback*, maybe. And that hasn't got the dinosaurs). The sound's unusual too, and hence more interesting than you might be expecting. I hate to say it's very French (weird and different and all that stuff), but, er, it is

DOWNERS Control over the heroine leaves a bit to be desired, which can make certain sections extremely frustrating. There's not a lot to it, really, just five levels of run-along-and-shoot-things, with a bit of exploring thrown in.

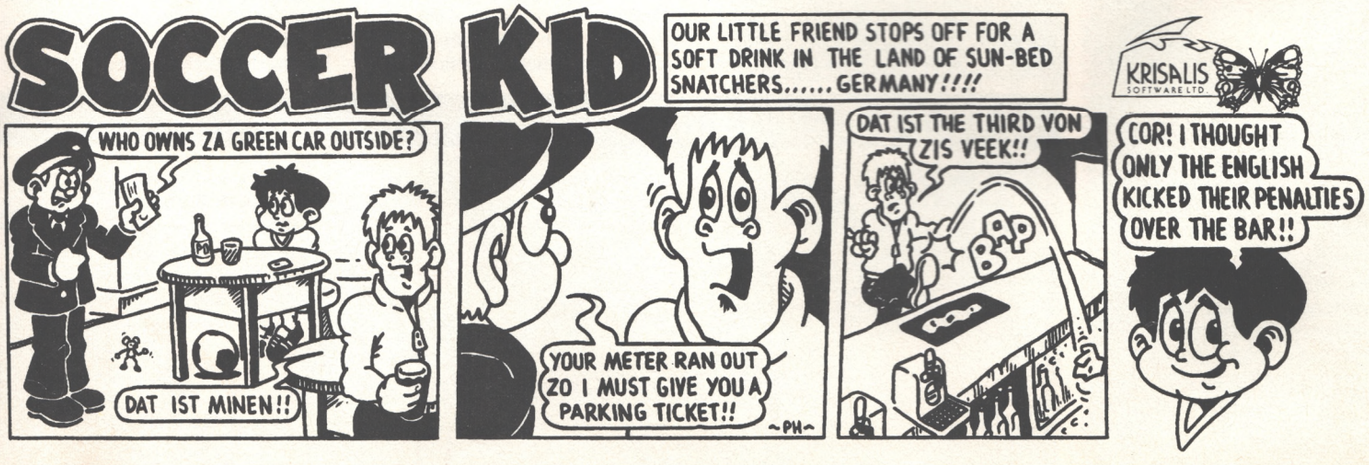
THE BOTTOM LINE

A strangely old-fashioned game, but with the lushest, most verdant graphics since *Shadow Of The Beast*. It's no *Lionheart* (and no *Flashback*, come to that), but it's a diverting little romp all the same. And phwoar, eh lads?

THE BOTTOM LINE

A1200 Sure works fine, but without any tangible improvements.

74 PERCENT



MARK: Level one, which is all I saw without the cheat codes.
STUART: You really are a big girl's blouse, aren't you?

Game: Lethal Xcess
Publisher: Eclipse
Authors: Claus Frein, Heinz Rudolf
Price: £TBA
Release: TBA

LETHAL

A vertically-scrolling shoot-'em-up and a real blast from the

STUART: Hey, this takes me back a bit. We haven't seen a good old simple vertically-scrolling shoot-'em-up since, ooh, as far as I can remember, *Warzone* (from Core) back in issue 2. It's not that surprising, really – the vertical scroller is something of a relic these days, even the Mega Drive (where pretty much every game that isn't a platformer is a scrolling shoot-'em-up) almost never bothers with the format any more. Still, it's not an inherently limited format – *SWIV* proves there's no barrier to a vertical scroller being brilliant if you handle it right

MARK: Mm, but there's something about *Lethal Xcess* that makes you look at it and go "Yeah, I've played this one before, is it out on budget now?" even though it's a new release. I think the reason must be that, despite the totally adequate game mechanics (smooth scrolling, no slow down despite huge waves of attacking enemies on the screen) and pretty graphics, the entire game's got an archaic aura around it, stirring long-forgotten memories of yesteryear.

STUART: Hang on a minute, there's nothing wrong with yesteryear. Some of my best friends are ancient arcade games...

MARK: Have you ever spent all day looking forward to going to the fair? The day drags by, you dash home and scoff your dinner down while the 130 gigawatt speakers of the distant Waltzer thump away to annoy your mum. It goes dark, you dash down to see the flashing lights, and as you get closer, the smells of diesel fumes and candy floss mingle together to create the definitive smell that yells 'Fun Time!' at every fibre of your body.

"The hardest game I've ever played"

STUART: Sob.

MARK: And then you get there, and it's all completely crap. The attendants hassle you for the right change and make suggestive remarks to your girlfriend, the most exciting element of your Big-Wheel ride is praying that the bolt holding you to the rickety frame doesn't break when you're at the top, and the candy floss is sickly sweet in a way you'd forgotten it could be. Disillusioned by rides that squeak alarmingly and pin you against your friends using excessive amounts of centrifugal force, you head for the arcade, which looks like a Portakabin bedecked in fairy lights. Getting closer, you discover that it actually IS a Portakabin bedecked in fairy lights, and

Waves of winged nasties do their best to cross-pollinate and kill you at the same time, while the hedgehogs just mill around a bit.

IT'S NOT A BUG – IT'S A FEATURE

We had planned an entire box of 'bug' jokes, but this one messed us up.

That well-known insect, the hedgehog. Note its six legs and chitin exoskeleton.

Before the adult stage, insects may be larvae, pupae, cacti or tadpoles.

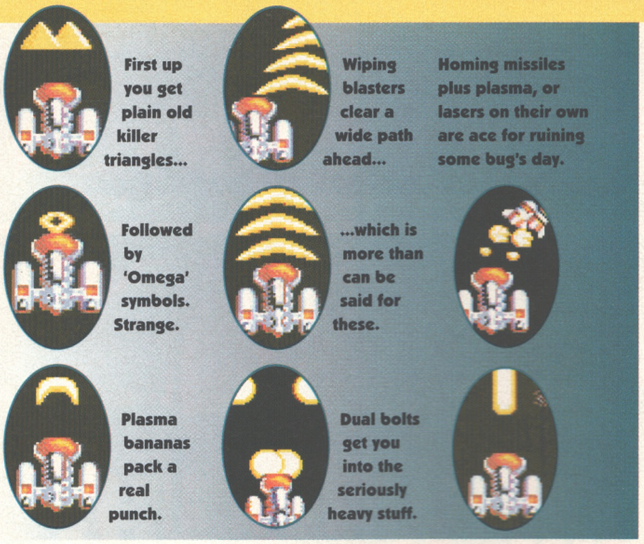
Entymologically speaking, this is a close relative of the common brown beetle.

Insect bodies are formed from the abdomen, thorax, stamen and pentax.

Final fascinating nature fact: the body of the jellyfish is over 100% water.

MARK: Check out this intro screen, it just drips with early 80s *Galaxians* imagery.
STUART: Sniff, sob, wail. I loved all that stuff. Bring back *Pong*, that's what I say.

OPEN FIRE – ALL WEAPONS!



XCESS

past. It's lethal alright, but is it just too much to handle?

that all the best games are surrounded by great crowds of children who may be smaller than you, but have the advantage of superior numbers. You pass the sad cases playing the wheezing and ancient fruit machines, and finally get to the back, the elephant's graveyard of arcade games. Okay, so most of them don't work and half of them take your ten pee without giving you a game, but they're the originals, the classics, the games that inspired all others. This is the dusty, slightly pongy place that you think you've seen *Lethal Xcess* before. Yuk.

STUART: Ooh, you MTV kids. At least you still only have to put ten pee in. Arcade games these days, 50p a go, mumble mutter mumble.

MARK: Yeah Stu, and a Lada only costs a fifth as much as a Porsche. Which would you rather drive, honestly?

STUART: Mark, that's a crap analogy. Which is best, a zebra or a pomegranate?

MARK: Sorry?

STUART: Exactly. But we're getting off the point. This is the follow-up to *Wings Of Death*, a pretty fabby little zapper released by Thalion a few years ago now. Now, *Wings Of Death* looked great for its time, but the main problem with *Lethal Xcess* is that it looks exactly the same.

MARK: No, I disagree.

STUART: What, you mean you don't think it looks exactly the same?

MARK: No, I think that's not the main problem. This is the hardest game I think I've ever played – I've been at it two days now and I'm still on the first level, and that's at 'Easy'. Thinking about what it's going to be like later on is scaring me – and I *like* guns.

STUART: And I'm a BMX Bandits fan, but I got halfway through level two on my fourth go. Come on, Mark, you got stuck on the first level of *Videokid*.

The bug-related blasting just keeps on kicking.

MARK: Hey, that's a hard game!

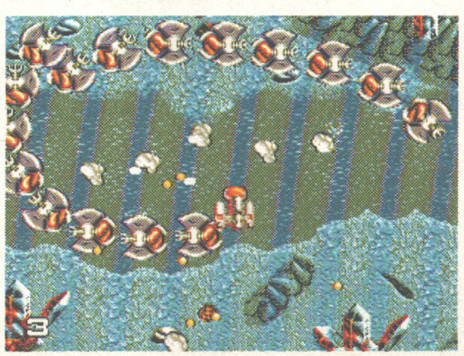
STUART: Yeah, right. You DO have a point, though – *Lethal Xcess* is probably the hardest shoot-'em-up I've played since *Project X*, and losing all your power-ups when you die, after it taking such a long time to build up any decent ones, is big-time frustrating. But at least it's fair – there's no slack playtesting here, everything that kills you, you at least get to see first. Would you rather have yet another game you can finish the same day you buy it? Or are you [DRAMATIC PAUSE] *some kind of jessie?*

MARK: Are you calling my pint a puff?

STUART: What's it to you if I am?

MARK: Outside, now.

● *MARK WINSTANLEY / STUART CAMPBELL*



Prepare to get wasted about twenty-two times. Ouch.

UPPERS STUART: The power-up method of choosing the same type of icon to increase your firepower is a nice idea, and the smart bomb at the start of every new life saves you getting stuck on the same bit every time. A good, solid, no-holds-barred vertically scrolling shoot-'em-up...

DOWNERS MARK: ...for people whose reaction time can be measured in picoseconds. Unlike Stuart, it's just too hard. Uninspired, too.

THE BOTTOM LINE

MARK: *Lethal Xcess* is nowhere near as entertaining as *SWIV*, so why should you bother buying a second-rate vertically-scrolling blaster, when there's a better one available? With the screen filled with huge enemies who trash you before you can pump enough shots into them, no shields, no smart bombs and only one continue, this game quickly stops being challenging and just gets annoying. Unless you're heavily into one-dimensional shooting games that approach the 'totally impossible' level of difficulty, you're never going to see anything past level two.

STUART: Well, (like Mark) it's pretty nasty-minded and it's certainly no *SWIV*, but if you want a serious test of your shoot-'em-up skills, this is the stiffest for a long time.

THE BOTTOM LINE

A1200 MARK: It's the same – choose the 'enhanced display' and 'disable CPU cache' options.

70 PERCENT

STUART: Here's a really late level I got to. Impressed?
MARK: Not in the slightest.

Sensible SOCCER

No.1 AMIGA POWER in the The READERS' TOP 100

No.1 AMIGA POWER in the ALL-TIME TOP 100 GAMES

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Sensible SOFTWARE

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AMIGA POWER

PRESENTS THE NEW IMPROVED ALL-TIME TOP 100

Last month we gave you a list of every game available for the Amiga. Did you notice how many of them there were? Too many to get all of them, that's for sure. I bet you wish you had a list of, ooh, say the best 100 games in reverse order of merit, all judged by the occasionally expert minds of the AMIGA POWER reviewing team, and presented in an easy-to-read and accessible format. Well, by strange coincidence, guess what we've got on the next 15 pages...

Of course we've done this before, but that was a year ago, so now it's update time again, and there've been quite a few corking games since last year's chart. Take a look at our humble considered opinion – you'll agree with some of it, you'll take objection, you'll throw it to the floor in disgust, sulk, then pick it up again because you actually really like AMIGA POWER, it just winds you up a bit sometimes. You'll laugh, you'll cry, you'll feel like hugging a complete stranger's grandparents... *(That's enough hype. – Ed).* Right then, on with the show. It's here again – the TOP 100 AMIGA GAMES OF ALL TIME. Ever.

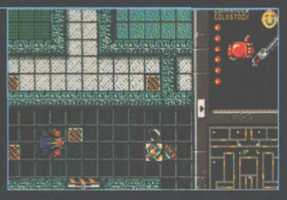
100 GRAHAM TAYLOR'S SOCCER CHALLENGE (Krisalis) (NE)

And what better way to kick off this year's AMIGA POWER All-Time Top 100 than with... er... (are we really sure about this?) *(Absolutely – Ed.)* a football management game? But it's okay, though, because *Graham Taylor* is actually alright. The best thing about it is that it's nicely presented – most football management games don't even get that far. There are some decent match highlights, too – again, without those a football management game doesn't really have a hope. And, aside from what could be considered an over-emphasis on training, the tactics element works very well.

99 SWITCHBLADE 2 (Gremlin) (RE)

For a while *Switchblade 2* reigned supreme as the best bloke-walking-around-with-a-sword game on the Amiga, thoroughly trouncing its frankly-rather-dull predecessor and seducing everyone with its too-slick-to-be-true graphics and compelling hacking'n'hopping action. It's clinging onto the tail-end of the Top 100 now, having been believed lost last year, and it's been long surpassed by a whole host of more involving and technically accomplished platform games. But it's still well worth searching out at budget price, particularly if you've got any respect for the history of games on the Amiga.

98 SPACE CRUSADE (Gremlin) (60)

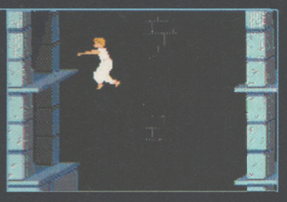


Although most of the pictures you'll see of it tend to involve flashy-looking isometric 3D graphics and laser death explosions, *Space Crusade* is very much a role-playing game in the old Dungeons and Dragons tradition (even if it is set in super-modern outer space). This does mean that its players must be willing to wallow in dice-throws and statistics, although the game does ease things along for them with its glossy presentation and all those lovely explosions which we mentioned earlier. There's plenty of strategic elements to have a good twiddle about with too.

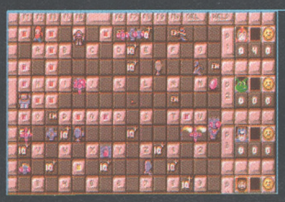
97 SLEEPWALKER (Ocean) (NE)

A game that's produced with the intention of raising money for 'charidee' is a reviewer's nightmare (along with wargames and Spanish games, of course). What happens if it's a load of rubbish? What's one supposed to say? Luckily no verbal manoeuvring was required with *Sleepwalker*. Not only is it all in a good cause, but it's also a cracking game that you can buy and enjoy, and feel good about buying and enjoying. It's amusing to watch too, as your little dog character tries to stop his sleepwalking friend from coming to harm, with (no, really) hilarious consequences. Ho ho.

96 PRINCE OF PERSIA (The Hit Squad) (12)



More that just a really neatly animated bloke clambering around a load of platforms, *Prince Of Persia* is an epic adventure that'll have you tearing your eyebrows out in frustration. But, no matter how many times you miss your footing, plunge to a gory death and get sent miles back to the start of a level, you'll keep coming back for more. The suspense is almost intolerable at times – will he make it across that chasm or won't he? – and you'll wince each time the Prince is taken out by one of the Grand Vizier's (or whoever it is) sadistic booby traps. And that animation really is terrific.



95 BUG BOMBER (Kingsoft) (NE)

It's very similar to *Dynablaster*, but just that *little* bit better in one-player mode and not *quite* as good in four-player mode. It's very similar to *Dynablaster,* but just that *little* bit better in one-player mode and not *quite* as good in four-player mode. It's very similar to *Dynablaster,* but just that *little* bit better in one-player mode and not *quite* as good in four-player mode. And so say all of we. *(What? Stay tuned to this chart run-down for full and further details of* Dynablaster, *the game which it would appear* Bug Bomber *is very similar to, but just that* little *bit better than in one-player mode, and not* quite *as... oh I give up. – Ed)*

94 KID GLOVES (Millennium) (91)

The graphics are crap, there're only 50 screens and it looks like an old Commodore 64 game. And its feet smell. But *Kid Gloves* is actually a really neat, amusing little game. The crap graphics are, in fact, just what's needed to get the job done, those 50 screens have had lots of thought put into them, and they'll consequently keep you amused for ages, and there's nothing wrong with old Commodore 64 games. (And we were joking about its feet.) Full-story fans will be interested to know that *Kid Gloves* came stuck to the front of issue two of AMIGA POWER. (Yes, it was on a coverdisk, pedantry fans.)

93 ROBOCOP 3 (Ocean) (71)

Incredibly, *RoboCop 3* is a movie licence *and* it's really good. This is mainly because, spurning convention, the programmers ditched the normal platform shoot-'em-up approach and elected instead to set their game in a sophisticated 3D polygon world. And the way they've done it is brilliant, managing to incorporate all the atmosphere of the RoboCop films, and giving you a great game in which the bullets fly thick and fast, and things keep exploding all over the place. You can drive around, you can fly and you can practise your shooting. And best of all, it's nothing like the first two pitiful *RoboCop* games.

92 TEARAWAY THOMAS (Soundware) (NE)

It's fast. Really fast. Really very fast indeed. In fact, it's so fast that if you blinked you might miss a whole level – just like that. It's cute, too. Really cute. And it's big. So, to sum up the good points: big, cute and fast (really very fast, if you want the full story). What it isn't is very varied, or very deep, and it's certainly not the Amiga's best platform game ever. But *Tearaway Thomas* is an impressive example of what the machine's capable of *(What's a console for? Sonic who? – Ed)*, as well as being really enjoyable to play. Expect to go 'Wheee!' and 'Whooosh!' a lot while you're doing so.

91 SUPER OFF ROAD (Virgin) (52)

Or, to give it its full name: *Ivan 'Ironman' Stewart's Super Off Road*. Rarely is a game more aptly named than this. 'Ivan Ironman Stewart', because he's the chap who's face is plastered all over it. 'Super' – that part's doubly appropriate, because this is both a variant of an ancient arcade game called *Super Sprint*, and really rather super (the most super *Super Sprint* variant there is, in fact). And 'Off Road' because no game better captures the feeling of driving off the road than this. Those trucks just look so brilliant as they jiggle about over the lumps and bumps that make up the game's courses.

TOKI (Ocean) (58) 90

If you really, honestly believe that "it's not the size that counts", *Toki* may well be the game of your dreams. It's an absolutely perfect conversion of an excellent coin-op starring an ape who's trying to rescue his girlfriend and get turned back into a human being. (He hasn't always been an ape, you see. It's hard to see how he'd have got a girlfriend otherwise. Although, looking around...) The graphics, sound, gameplay – everything's perfect, and it'll keep the average player happy for, well... Actually that's the problem. What there is of *Toki* is great, but it suddenly runs out and

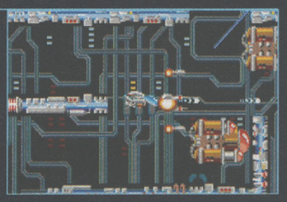
89 SUPER HANG-ON (The Hit Squad) (92)

As long as you can reconcile yourself with the idea of riding a motorbike, and consequently being a menace to other, rightful, safety-conscious road users, *Super Hang-On* checks in as one of the Amiga's best racing games. It's very much an old-style game – no 3D polygons here – but it provides a breathtaking sensation of speed and lots of 'racingness'. Expect to find yourself crouching over your Amiga, swaying in your chair, and of course doing plenty of super-hanging-on in yet another desperate attempt to shave those last few vital seconds off your finishing times.

THE NEW ZEALAND STORY (The Hit Squad) (69) 88

The characters in *New Zealand Story* are cute to the point of being pathetically manipulative. The graphics and soundtrack are designed to be so appealing that you really do feel guilty every time another fluffy kiwi buys it – until you realise that that's exactly what the game wants you to do. But once you're hardened to necessary sacrifice, what emerges is a tough and very addictive arcade game, in a similar style to the likes of *Rainbow Islands*. There's hours of playing time spread over its many antipodean-animal-packed levels – you've just got to remember to keep your emotions tightly buttoned up.

87 R-TYPE (The Hit Squad) (NE)

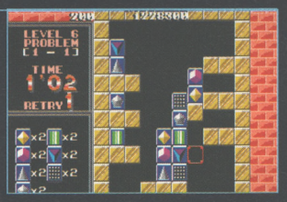


Of the incalculable number of horizontally-scrolling shoot-'em-ups on the Amiga, *R-Type* is one of the very best. It's a top-hole conversion of the coin-op, retaining all the massive baddies and impossibly wonderful power-ups that made the original such a hit. Your laser bolts even get bigger the longer you hold the fire button down. Sheer bliss. And it's very much the thinking person's shoot-'em-up as well – a remarkable degree of cunning is required to get through some of its trickier sections. Its only real problem, in fact, is competition from its own follow-up, the even better *R-Type 2*.

BC KID (Ubi Soft) (RE) 86

BC Kid, eh? What can we possibly tell you that you don't surely already know? At the risk of insulting your intelligence, perhaps we might point out that this is a prehistoric sort of platform/beat-'em-up game, with really cute graphics, and an odd central character who (judging from this picture here) looks a bit like Tweety Pie with a bizarre green dress on and an even-more-inexplicable sticking plaster over his eyes. It's got palm trees in, too, and lots of humour. And, like every game that merits a mention in the Top 100, it's very playable and very lovable. So, er, there.

85 PUZZNIC (The Hit Squad) (51)

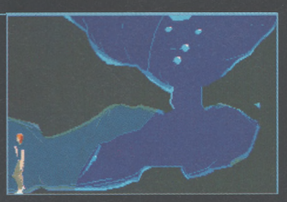


There are great puzzle games, there are sort of middling puzzle games and there are rubbish puzzle games. And there's no room in the APATTOH for middling or rubbish ones. Oh no. Only the very greatest make it and, happily, *Puzznic* just happens to be one of their illustrious number. It's not perfect – it looks drab, and could really do with some sort of password system – but its simple pushing-blocks-around-trying-to-make-up-matching-pairs formula proves to be mentally taxing and extremely addictive, mainly thanks to the care that's gone into designing the puzzles, which really do get very hard later on.

STRIKER (Rage) (NE) 84

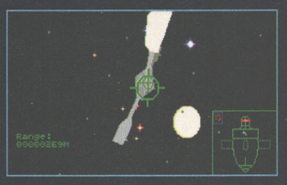
Any football game these days must labour in the shadow of the mighty *Sensible Soccer*, and at times they must question the very meaning of their existence. How can they possibly hope to compete? *Striker* has given it its best shot, however. It's a pretty straightforward not-quite-top-view game that's forté is its approachability. Where *Sensible Soccer* takes a while to fathom out, and clouds the issue with lots of menus and statistics, with *Striker* you just get stuck in. And it's really good fun. You'll probably be pining for those menus and statistics after a while, though. You just see if you don't.

83 ANOTHER WORLD (Delphine/US Gold) (20)



If you walked into your local cinema, handed over your £3.50 and sat down expecting to see a top action movie, only somehow the projectionist got the reels muddled up and you ended up watching a recording of somebody playing *Another World*, you probably wouldn't notice the difference. The graphics really are that good – amazing polygon-based animation, combined with some great dramatic close-ups at moments of maximum tension. So, it does turn out to be a bit of a shame that you can finish the whole thing in a few hours, but it's still worth buying just for the visual experience.

82 WARHEAD (Activision) (RE)



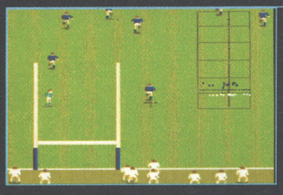
Those who've played and enjoyed *Elite* might just as well skip straight to *A-Train*. Those who *nearly* enjoyed *Elite*, however, but were put off by all that tedious shuttling backwards and forwards between planets buying and selling narcotics and slaves, might want to pause for a moment and have a look at *Warhead* instead. It's basically the good bits of *Elite* – in other words, the flying-around-blowing-up-alien-spaceships bits – and we reckon it deserves better than to simply fade into non-existence, especially in view of its tremendous music. So we've put in back in the Top 100. Hurrah!

A-TRAIN (Ocean) (NE) 81

A game based around that all-new daring and dangerous youth craze – organising train timetables? Errrrm... Well, fortunately there's quite a bit more to it than that. *A-Train* might best be described as *Sim City* with really nice-looking isometric 3D graphics and trains. As well as building cities, you've got to construct and run a rail network to link them up and allow their inhabitants to move around the place. It's a bit slow-moving, but otherwise the game has been executed with a high degree of finesse and should set you up nicely for many happy hours of scheduling and shunting.

80 LEGEND OF KYRANDIA (Virgin) (NE)

What's your idea of hell? Spending eternity roasting in Satan's fires? Waking up on your birthday to find your parents have presented you with a year's subscription to The Terry and June Channel? Or being presented with a long list of nice-graphics-and-lots-of-puzzles-to-solve-but-far-too-many-disks-and-obviously-hoping-to-be-like-*Monkey-Island*-but-not-managing-to-be-quite-as-good-somehow-but-still-well-worth-a-look games, being told to write 90 words on each, and then, worst of all, drying up really embarrassingly on the first one? *(Any more of this and you're fired, by the way. – Ed)*



WORLD CLASS RUGBY - FIVE NATIONS (Audiogenic) (NE) 79

Life must be hell for professional rugby player Jonathan Davies. Imagine the jokes he must have to put up with: "Reviewed any good wargames recently?", "Hey, I've got this great cheat for Shadow of the Beast 2..." etc. But his life must surely have its compensations, at least if *World Class Rugby – Five Nations Edition* is anything to go by. It's a great rugby game, and proves that rugby *can* be fun (though people forced to play it at school during the coldest winter on record might find that a teensy bit hard to believe). To sum up: it's got neat graphics, it's really playable – and it's got five nations in.

78 MONSTER BUSINESS (Eclipse) (98)

This is a foreign game with lots of creatures running around a series of 45 levels. You've got to run up and down ladders, and across platforms, and try to rid each level of its quota of baddies by inflating them so they float away. (It's an unusual tactic, but an effective one – imagine how surprised you'd be.) Comparisons can be drawn between it and ancient coin-op *Dig Dug* in this respect. It's also possible to bounce inflated baddies around, whereupon they'll kill any fellow baddies they collide with. The graphics are terrible, and it all looks very crude and primitive. But Stuart likes it.

LEMMINGS (Psygnosis) (11) 77

It took *Lemmings 2* to show up the deficiencies in the original game, but *Lemmings* is still *Lemmings*, and it's hard to imagine a Top 100 without it. What's great about it is the very idea behind it – trying to keep an eye on hundreds of *Lemmings* at once, making sure they don't come to any harm and allocating them all tasks with the aim of getting them to the exit on each level. It's fascinating and compulsive, and there are a hundred levels so it's impossible to accuse it of not offering value for money. *Lemmings* has spawned hundreds of imitators, but none of the rest are, er..., called 'Lemmings'.

76 PLOTTING (Ocean) (79)

Plotting's a puzzle game, and, in the long-standing puzzle game tradition, has lots of blocks in it. You control a little orange fluffy potatoey thing (no it's not a cheesy 'Wotsit' – though it could be) who heaves the blocks around, wiping out any identically-patterned blocks which they hit en route. When they eventually come up against a different-looking block they disappear, to be replaced by a block of the same type as the one they just hit. (Don't worry – it's easier to play than to explain.) And so it goes on. It doesn't quite have the lastability of other top puzzlers, but it's got cute graphics and we like it.

THE SENTINEL (Firebird) (73) 75

Load up *The Sentinel* and you'll find yourself in a largely colourless 3D landscape with a few trees in it. And everything will be very quiet and still. Then, slowly, the oddest feeling will come over you. A frightening feeling. The feeling that you're being watched. And you *are* being watched – by *The Sentinel*. Remain in his vision for too long and he'll absorb all your energy and you'll die. But if you can reach a point on the landscape higher than him (using a weird sort of teleportation), you'll absorb all his energy, and move on to the next of the game's 10,000 levels. Strange, and very absorbing. *(Arf. – Ed)*

74 LIONHEART (Thalion) (74)

Lionheart is a game that's hard to summarise (particularly if all you've got to go on is Mark Ramshaw's so-called 'concept review' from issue 22). But here we go anyway. It's essentially a platform game (with occasional interludes of flying around) that excels primarily in the region of technical achievement, secondarily in the graphics department (they're absolutely drop-dead gorgeous), and lastly (but by no means leastly), by being really great fun to play. The game's sword-wielding hero is a delight to control, and the music's nothing short of brilliant. There – how's that?

73 FIRE AND ICE (Renegade) (NE)

If you ever tried to claim that there weren't very many decent platform games on the Amiga you'd be laughed right out of court. But *Fire And Ice* manages to hold its own against the multitude of imitators by virtue of its way-cute central character (a cool coyote called, er, Cool Coyote) and its unusually attractive graphics. Each level has its own individual 'personality', requiring a re-think of tactics each time, and they're all well-designed from the player's point of view, too (or, in other words, they're challenging without being too hard, and all that usual playability kind of stuff.)

LOTUS ESPRIT TURBO CHALLENGE (GBH) (RE) 72

The original and, according to AMIGA POWER, the best. *Lotus* earned its place in history by being the world's first split-screen two-player driving game. (Well, probably not the first, but it's the one everyone talks about and, as far as history's concerned, that's what counts.) The advantage of this is that, as well as racing against a bunch of computer-controlled cars, you can take on a friend, which is infinitely more fun. It's since been surpassed by the likes of *Crazy Cars 3* as far as technical merit is concerned, but it's still the professional's choice for split-screen all-car two-player action.

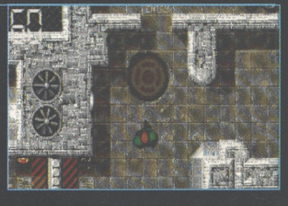
71 ZOOL (Gremlin) (NE)

The closest the Amiga's come to furnishing itself with a 'character' (so-called) to rival *Sonic* and *Mario* is *Zool*. True, you can't yet buy a *Zool* fizzy drink or a *Zool* alarm clock but, considering the pressure he's under, and the fact that, as an insect, he's surely missing a couple of legs, Zool has managed pretty well. The game has all the speed and (nearly) all the slickness of *Sonic*, while providing much more of a long-term challenge, and lots in the way of secret bits to discover. One of the Amiga's best platform games, especially in the impressive new A1200 incarnation.

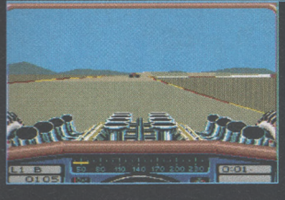
ANARCHY (Sizzlers) (NE) 70

Anarchy is an unusual name for a game and, if you'd never heard of the game before, you might assume it had something to do with walking around painting circles with the letter 'A' in them on walls under the misapprehension that you were somehow helping to build a better world. But you'd be completely wrong. *Anarchy* is actually the Amiga's best *Defender*-clone (fiendish alien landers try to kidnap your humanoids – kill them!), and as such deserves infinitely more of your attention than the hypothetical painting-things-on-walls game. It's got some nice backdrops, too, and is very reasonably priced.

69 ALIEN BREED '92 (Team 17) (NE)



Now, there aren't many software companies who, when reissuing one of their old games at a budget price, would take the trouble to completely revamp it, smoothing out any defects and adding on some extra levels. But that's what Team 17 did with *Alien Breed*, and we love them with all our hearts for it. There are still the exciting cross-between-*Gauntlet*-(the-game)-and-Aliens-(the-film) gameplay, the handy two-player mode, the atmospheric sound effects, and the total panic race against time when you trigger the self-destruct sequence – and if you notice and appreciate the extra bits then basically you're laughing.



STUNT CAR RACER (Kixx) (28) 68

Stunt Car Racer's very absurdity is what makes it so wonderful. You drive a sort of buggy thing around a series of outrageously dangerous courses that're raised off the ground, so if you mess up you'll most likely find yourself crashing hundreds of feet to the floor. It's incredibly exhilarating, and with the ever-present sense of danger you'll often find yourself closing your eyes in sheer terror. (No, really.) The limited selection of courses means a limited game life, but while it does last you'll get a bigger kick out of it than you would from a pair of size 13 Dr Martens. (Aw, please laugh. You've no idea what this is like...)

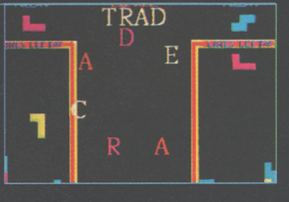
67 SPINDIZZY WORLDS (Electric Dreams) (75)

Your name: AMIGA POWER All-Time Top 100. Your specialist subject: Semi-surreal isometric-view gyroscope sims. And your first question is: What do you get if you take one of the best Spectrum/Amstrad games of all time, the very essence of which lay in the vast playing area you were given to explore with your spinning top and the skilled keyboard-manipulation and sheer native cunning needed to reach its furthest reaches, and ditch the exploration/keyboard-manipulation element in favour of a lot of puzzles involving switches and coloured squares? Answer: The 67th best Amiga game ever. Um...

CHUCK ROCK 2 (Core Design) (NE) 66

True, the whole idea behind *Chuck Rock* makes some people want to, well, chuck. To them, Chuck's gross rather than 'cute', and the levels he has to traverse seem contrived and tedious. And as for the aptly-named *Chuck Rock 2 (Son of Chuck)*, well that really takes the whole business a little baby step too far. The AMIGA POWER team, however, lean quite the other way. We think Chuck's fab, and find ourselves in stitches as we encounter humorous situation after humorous situation. The end-of-level bosses are simply amazing. And isn't little Chuck Junior just the cutest thing you ever saw?

65 SUPER TWINTRIS (PD) (53)



Whenever the words 'Amiga' and 'Tetris' are found sharing the same sentence, the chances are you're listening to someone complaining about how there are no decent versions of *Tetris* on the Amiga apart from public domain ones – and one public domain version in particular. Just in case you were still wondering, *Super Twintris* IS that public domain version, capturing as it does the simplicity and addictiveness of the original fitting-together-blocks-as-they-fall-down-the-screen concept, while tossing in a two-player mode as a bonus. And, of course, it's free. (And it's on the coverdisk of AP issue seven.)

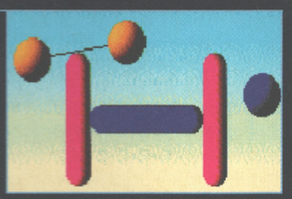
64 SWIV (Storm) (38)

For ages *SWIV* (sequel to *Silkworm*, fact fans) was the Amiga's best shoot-'em-up, and it's only with the arrival of games like *Apidya* that it's now begun to fall into neglect. Of course, its real fans could always argue that, as *Apidya* and co are actually *horizontally*-scrolling shoot-'em-ups, *SWIV* is still the best *vertically*-scrolling shoot-'em-up on the Amiga, and get away with it that way. But let's get back to the game. The graphics and sound are cracking, and it's tough but not impossible, so you'll be glued to it for ages. *Plus,* a recent budget re-release makes it even better value than ever before.

THE ADDAMS FAMILY (Ocean) (NE) 63

Among the large number of 'console-style' games on the Amiga, this is probably the closest you find to *Super Mario Brothers 3* – the biggest-selling game ever. (In the world.) It's got just the same sorts of obstacles and objectives, and plenty of secret bonuses to discover, and couldn't be further removed from the dull *(and 'ooky' and 'kooky' – Cinema Ed)* film on which it's based. Although it's tough to start off with, you'll soon get the hang of it. And, on the subject of consoles, this is of the just the same standard as the well-received Super Nintendo version, except without the colourful backgrounds.

62 E-MOTION (US Gold) (76)

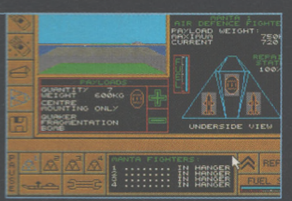


This game's weird. It's one of those ones that probably started life as an interesting graphical exercise – in this case, one where lots of interconnected gyrating orbs whizz about the screen – and then had a game built around the original concept (man). The game they chose was a sort of variation on *Asteroids,* and fortunately it all seems to have worked out just fine. You're presented with two choices – either getting stuck into the occasionally-frustrating gameplay, or simply sitting there and gazing at the weird, highly-colourful graphics – and by and large both are pretty enjoyable.

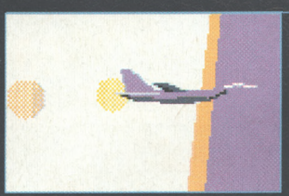
DARKSEED (Cyberdreams) (NE) 61

This is another a-bit-like-*Monkey-Island* game. Only... this time it's not. There are no jokes in it, the humour having been replaced by sinister tension and some really quite frightening bits. The graphics are based on the work of surreal horror painter HR Giger, the chap behind the design of the first Alien movie, and as such they're very atmospheric. And there are lots of great special effects and noises. But even so, the game wouldn't be here in the Top 100 unless it had the gameplay to match up to its style. It does, though, so that's okay. Another really good graphic adventure.

60 CARRIER COMMAND (Rainbird) (81)



Carrier Command dates back to 1987, and in many ways it's really showing its age. You're at the helm of a futuristic aircraft carrier, with a group of islands to conquer and a supply of aeroplanes and amphibious vehicles to do it with. And the computer's got the same equipment and the same objective. The 3D graphics that seemed so special all those years ago look very crude and dull now, and the strategy side of things never worked as it was meant to. But you really do feel as if you're in charge of a real aircraft carrier (with loads of expensive weapons at your disposal), and the possibilities for experimentation are endless.



COMBAT AIR PATROL (Psygnosis) (NE) 59

If ordinary flight sims have largely been barred from the Top 100 for being 'too realistic', *Combat Air Patrol* sneaks in under the radar by being as fast and as playable as the very best arcade game, while still managing to carry a full load of authentic features. The graphics are the smoothest yet, the missions are well thought out and varied, and at times you'll find yourself involuntarily coming out with things like "You can run, kid, but you can't hide" or "Okay, Maverick, let's turn and burn!". Or possibly even "Son, your ego's writing cheques your body can't cash", should circumstances require.

58 WALKER (Psygnosis) (NE)

Ever watched the film RoboCop? Ever wished you had a pet ED-209 armed police robot of your own to take for walks and command to sit, fetch and shoot people's kneecaps? If your answer's 'yes', then *Walker* is a dream come true. Basically you're just given this big robot thing, which will obey your mouse instructions, and an endless supply of people to shoot with it. There are tanks and planes to blow up as well, and the ensuing carnage is quite beautiful to watch. It's just like being caught up the the middle of a war. (Just don't expect to find anything in the way of depth, that's all.)

INDIANA JONES/ATLANTIS (Lucasfilm/US Gold) (NE) 57

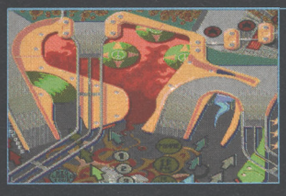
As all you budding Barry Normans will already have spotted, there wasn't actually a film called 'Indiana Jones and The Fate of Atlantis' (although that doesn't mean that there won't be, of course). But Lucasfilm had the licence, and they had a team of top programmers raring to go, and it seemed an awful shame to waste them. The result is an excellent *Monkey-Island*-style adventure game (coming, of course, from the people behind *Monkey Island*) that'll, er, 'whip' you up into a frenzy? *(Not good enough – Ed.)* Oh, and don't get it confused with the far poorer 'action game' of almost the same name.

56 PROJECTYLE (Electronic Arts/Star Performers) (88)

Projectyle is based on the very simplest of ideas – it's a sort of futuristic sport where you've got three teams of robots (or possibly people wearing armour – it's so difficult to tell with these 'modern' haircuts). The idea behind the game is that the teams knock a ball around an arena, trying to score goals. The three-way action makes an interesting change, and the game's got a fast, zappy, futuristic feel which helps to make up for the fact that there isn't much to it otherwise. If you're playing on your own you'll eventually tire of it, but two-player or three-player *Projectyle* is truly immense.

55 ULTIMA 6 (Origin/Mindscape) (17)

Ultima 6 is big and frightening. If you saw it walking towards you, you'd – if not cross over to the other side of the road – certainly keep your eyes firmly fixed on the pavement and hope it didn't notice you. But if you did actually pluck up the courage to look it in the eye, and maybe muttered a tentative "Hello" to it (in a very quiet voice) you'd actually find that it's rather good, thanks to its being chocka with solid adventuring, spell-casting, fighting and all that usual fantastical fantasy role-playing action. Real cowards might find an introduction via something like *Legends Of Valour* a good idea.



PINBALL DREAMS (21st Century Entertainment) (78) 54

You won't get closer to real pinball on the Amiga than *Pinball Dreams* (er, forgetting its big brother *Pinball Fantasies* for the moment, which, suffice to say, we'll be getting to a little later). All the vital ingredients are there: you've got your bouncy ball and you've got your flippy flippers, and you've got lots of other things that go 'bong' when the ball hits them. But all pinball games have that stuff. What *Pinball Dreams* has got that the rest haven't is class. And really slick graphics and nice sound effects. And it's addictive almost to the point of being hypnotic. It's dreamy, in fact.

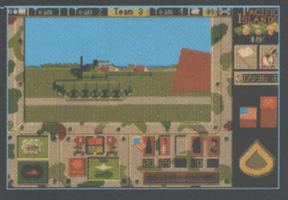
53 BODY BLOWS (Team 17) (NE)

This is the game *Street Fighter 2* should have been (and, to give it its due, very nearly was). Just like *SF2*, *Body Blows* gives you a range of characters to choose from, each of whom have their own special hand-to-hand combat moves. And it backs them up with some wonderful graphics and sound, and a really clever control system that makes it possible to manage all the different moves without feeling that the whole thing's being taken out of your hands (which is what happened in *SF2*). This really is a top-notch game, and one that'll change all your ideas about beat-'em-ups – forever.

VIRUS (Firebird) (41) 52

If we remember rightly, *Virus* was originally intended as showcase for the Acorn Archimedes (you know – that computer at school that you're not allowed to play games on). Its smooth 3D graphics were meant to show how the Archimedes hardware could do things other machines simply couldn't. But, as it turned out, the Amiga *could* do them, and it did them brilliantly. *Virus* isn't just a load of 3D graphics, either (even if they do play a large part in its appeal). There's a great shoot-'em-up in there too, and, on top of that, hours of fun can be had from simply mucking about aimlessly with it.

51 PACIFIC ISLANDS (Empire) (63)



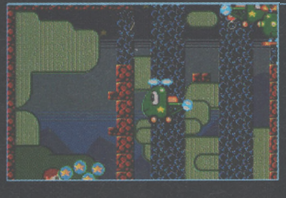
Interestingly, 'pacific' actually means 'peaceful'. And peaceful is exactly what the islands in *Pacific Islands* aren't. You've got 16 tanks which can be individually ordered about, and an objective which needs to be destroyed on each level. Now, this might all sound horribly complicated and strategic. And, to a certain extent, it is. But the whole thing's wrapped up in some great 3D graphics and comes complete with a minutes-to-master control system, so it's very difficult to complain. It's just like playing with your collection of toy tanks, only not quite so embarrassing if someone walks in and sees.

LLAMATRON (PD) (46) 50

Llamatron is based so heavily on the ancient arcade game *Robotron* that's it's made a nasty dent in the top of the cabinet. And, as a further bonus, it's got llamas in. But bear in mind that (a) it's free, and (b) *Robotron* is widely regarded as one of the six best coin-ops ever (it inspired *Smash TV*, for heaven's sake) and *Llamatron* replicates everything that's great about it. You basically just stand in the middle of the screen and fire for your life as loads of baddies swarm towards you. And, once you've got rid of them all, do exactly the same thing again! And again! (Etc, etc) It's really great!

49 KLAX (Domark) (48)

"It's just like *Tetris*, only a bit different." That's the way *Klax* is usually described. What happens is that all these tiles come towards you on a conveyor belt, and when they fall off the end you've got to catch them and arrange them in lines with other tiles of the same colour. They then disappear, making room for more tiles. It takes a while to work out what's going on, but once you have, and the game's embarked on its slow crescendo to an apocalyptic frenzy (er... or whatever) you'll have a real job putting it down. Redecorating your bathroom will never ever be quite the same again...



PARASOL STARS (Ocean) (18) 48

It's the sequel to *Rainbow Islands*. (Hurrah!) But it's not quite as good. (Boo!) Although it's still a fine game, as demonstrated by its appearance here in the Top 100. (Hurrah!) You're Bub, and your friend (if you've got one) is Bob. And together you've got loads and loads of screens to clear of furry creatures. Using parasols. *Parasol Stars* is as good a conversion of the PC Engine original as you could possibly imagine (in fact, it's even got a few extra bits), and provides hours of fun. And, though you can pick it up and play it without even glancing at the manual, there's an awful lot in there waiting to be discovered.

47 LURE OF THE TEMPTRESS (Virgin) (NE)

There are two approaches the writer can take to *Lure of the Temptress*. One is to say that it desperately wants to be *Monkey Island*, and does everything it possibly can to emulate its role-model – the graphics are very similar and the puzzles are along the same lines – but in the end *Monkey Island* has got the genre pretty much zipped up, leaving little room for anyone else to join in. The other is to say that *Lure of the Temptress* is very nearly as good as *Monkey Island*, although rather smaller and not so funny, and as such is a brilliant graphical adventure that all adventure fans should own.

46 CURSE OF ENCHANTIA (Core Design) (NE)

If *Curse of Enchantia* wasn't rubbing shoulders here with *Lure of the Temptress* (previous page), we might just have got away with saying something along the lines of: "There are two approaches the writer can take... blah, blah, blah... desperately wants to be *Monkey Island*... brilliant graphical adventure etc."

But it is. (And that stuff was pretty boring anyway.) So, instead, how about something like: A really, really nicely-designed adventure game with some great graphics and really good puzzles, which is nearly as good as *Monkey Island*. If you enjoyed *Monkey Islands 1* and *2*, buy this next.

TITUS THE FOX (Titus) (22) 45

Titus (the company) astonished the Amiga-owning community when, after a string of hopeless releases that hardly anyone bought (apart from *The Blues Brothers*), they suddenly came up with one of the best games ever with a fox in it. It's cast from very much the same mould as *The Blues Brothers* – slick and playable – but gets rid of Jake and Elwood and puts a fox (called Titus) in instead, along with some Middle-Eastern bits and pieces. It's difficult, and will keep you going for ages and ages, but mostly it's just got the most adorable star in the Amiga universe (remember that?).

44 D/GENERATION (Mindscape) (NE)

This one came at us straight out of nowhere and, at first glance, didn't look particularly exciting. It has you wandering around a large building, solving puzzles which generally involve bouncing laser bolts around the place. The graphics are smart, but nothing special, and it all looks a bit dated. So it's probably just as well that we took another long, hard glance and spotted what a corker it is. Thanks to a gentle difficulty curve, superbly-designed puzzles, a sensible game-saving facility and a great explorey, adventurey element it's actually a really addictive hunk of enjoyment, and a bit of a 'must' all round.

BILL'S TOMATO GAME (Psygnosis) (NE) 43

This is one of those weird ideas for a game that might work, and might not. (It's a bit of a gamble.) You see, there's this tomato called Terry whose girlfriend – another tomato, this time called Tracy – has been kidnapped. And to get her back he's got to make it through a series of puzzley screens. Being a tomato, Terry can't actually move by himself, so to help him you've got to position fans and trampolines and things. Oh, and in case you're still wondering whether or not this whole bizarre idea works, well... it doesn't. No, hang on – it does. Definitely. *(Job situation at Def Con Two. – Ed)*

42 SCOOBY DOO AND SCRAPPY DOO (Hi-Tec) (85)

Normally we don't have much truck with budget games. Not written-especially-for-budget ones, anyway, and cartoon licences tend to be particularly unsuccessful. *Scooby and Scrappy* couldn't be more different, though. There's nothing particularly original about it – it's just a platform game, basically – and it doesn't make particularly good use of the licence (er, where's Scooby?). But you get tons of highly-polished game for your eight quid, and it's all extremely addictive. The perfect cheapie. *(And no need to say "They would have gotten away with it, if it hadn't been for you pesky meddling kids". – Ed)*

THE FIRST SAMURAI (Ubi Soft) (14) 41

Notable features of *The First Samurai* include the following: (a) the really smart graphics, (b) the fact that it's an arcade-adventure type thing, where you control a chap with a samurai sword who goes round chopping people up and solving puzzles (detailed research – ie old repeats of 'The Water Margin' – indicates this is indeed how samurais spent their days), (c) the absolutely excellent sound effects, (d) the way its name is (supposedly) some sort of 'joke' at the expense of *The Last Ninja*, (e) all the insects in it, (f) that it's a really enjoyable play, and (g) erm... that you can punch people in it.

40 SHANGHAI (Beau Jolly) (59)

This is unusual (well, certainly among our faves) in that, while playing it, you can easily find you've been staring at the screen (without blinking) for fifteen minutes without actually having done anything. Doesn't sound like too much fun? Well, yes it is. It's a very slow-paced Chinese puzzle game where you've got to clear away a pile of patterned tiles by finding matching pairs, and it's so simple that the programmers must have rattled it off in an afternoon. But, as you can probably deduce from its presence here in the Top 100, it's excruciatingly addictive and a game you'll return to frequently.

NEBULUS (Hewson) (36) 39

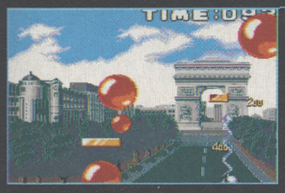
The guts of *Nebulus* are a sort of cylindrical scrolling effect. There are these towers, you see, and a little character called Pogo who has to climb to the top of them by hopping up the platforms that're arranged all around the outside. If he manages that (and he's hampered by the obligatory selection of traps and baddies along the way), the tower collapses in a pleasing graphical display. The whole thing might look just like a weird animal running round and round a tower *(and what, in itself, is wrong with that? – Ed)*, but it's actually a really good game that's well worth tracking down.

38 ALIEN³ (Acclaim) (NE)

It's probably just as well that *Alien³* doesn't follow the original film very closely, as the film was crap. (There we go. Who needs Barry Norman, eh?) Instead it's a smartly turned-out platform shoot-'em-up *(which, coincidentally, is also a good description of 'Aliens' the movie. – Ed)* where you're a rather bald-looking Sigourney Weaver running around shooting aliens with lots of different weapons. What it does manage to include from the movie, and the first two films as well, is a tense atmosphere and lots of gory Giger-influenced baddies. Oh, and it plays just fabulously as well.

37 LASER SQUAD (Blade) (56)

If you'll forgive the crap, Spectrum-style graphics, and the fact that it's organised like a wargame of the worst order (and that's saying something), *Laser Squad* actually turns out to be something rather special. Its crap graphics are its very charm, in fact, and it takes the nice bits of wargames (the idea of individually controlling a group of people and guiding them towards some sort of goal) and discards all the garbage (huge lists of numbers, impossible-to-remember division names etc). And what we're left with is a deeply absorbing little strategy game that's set in the future.



PANG (The Hit Squad) (29) 36

Bursting bubbles is what *Pang's* all about. And then bursting them again, once they've split up into smaller bubbles. And then bursting them again and again and again and again until they're so small they disappear. The principle is: bubbles are the disease – and *Pang* is the cure. Later levels introduce platforms and ladders to climb around, and better bubble-popping weapons. And different backdrops to run around in front of. It's fun, but the game really comes into its own when you pat the chair next to you and a friend sits down and joins in. (And it's just like the original coin-op, too!)

35 VROOM (Lankhor) (35)

Okay, check out what we say about *Formula One Grand Prix* and its not-quite-so-good counterpart, *Lotus Turbo Challenge* . Now close your eyes and try to imagine a cross between the two, combining *F1GP's* qualifying-laps-and-pit-stops accuracy with *Lotus's* pick-up'n'play approachability. Now, unless something's gone horribly wrong, what you can see in your head should look very much like *Vroom.* The graphics are fast, the controls work fine and, most importantly, it's really good fun. You simply won't find a finer cross between *Formula One Grand Prix* and *Lotus* anywhere.

HUNTER (Activision) (24) 34

Hunter's an odd game, a completely unique one, and, somewhat typically, one which nobody took much notice of when it first came out. On the surface it's a straightforward arcade adventure, where you control a spy who's wandering around a series of islands trying to find the enemy base. But: (a) the whole thing's done in 3D polygon graphics, (b) there's a huge array of transport available for you to use, from wind-surfers to helicopters, and (c) perhaps best of all, you can blow up the baddies. It's got a great atmosphere and loads of detail and depth, and is very difficult to switch off.

33 NICK FALDO'S GOLF (Grandslam) (NE)

To understand why this is so good, you need to be aware that playing an Amiga golf game is infinitely more enjoyable than watching golf on the telly *(Yeah, like anything could be* less *enjoyable... – Cynical Prod Ed).* And with a game of this standard it's also quite possibly better than playing it for real. *Nick Faldo's* control system is simple, flexible and precise, and the graphics are absolutely spot-on. That alone makes the game better than any of its rivals, and just goes to show that you don't have to bulldoze vast tracts of the countryside to have a good time with a set of clubs and a ball. Bit of social comment there. Cheers.

LEGEND (Mindscape) (NE) 32

Judging by the number of letters AMIGA POWER's The Last Resort receives every month from people explaining (in laborious detail) exactly where they're stuck in it, and what they're going to do to themselves if they don't find a solution soon, *Legend* has got a large percentage of the world population well and truly hooked. It's a role-playing game, but one which is easy to get into, has nice 3D graphics, and provides plenty of monsters to chop up to supplement the spells and puzzle-solving side of things. (Er... what else is good about it?) And it's really, incredibly addictive.

31 THE BLUES BROTHERS (Titus) (26)

Titus astonished the Amiga-owning community when, after a string of hopeless releases that hardly anyone bought, they suddenly came up with one of the best film licences ever. Without a fox in it. *(Are you sure you're not thinking about Number 45 again? – Ed)* If we're being completely honest, *The Blues Brothers* is really just another platform game with scarcely two original ideas to rub together, but it's been so well written that it doesn't matter a jot. The game exudes playability from every pore, and oozes just-one-more-go-ness from, erm... all over the place. Only the two-player mode is a bit of a no-go area.

POPULOUS 2 (Electronic Arts) (8) 30

Mould the landscape so your population can build houses on it! Crush your opponent's cities with 'Acts of God' (like plagues and things) that they can't claim on their insurance! Work your way through a thousand progressively harder levels, wreaking havoc at every opportunity! Or just carve interesting shapes in the landscape! (Er, we weren't trying to boss you about just then. We were just telling you what you've got to do if you're playing Populous 2, the sequel to the original god sim, and one of the most absorbing and enjoyable strategy games there's ever been. So don't write in complaining, okay?)

29 RODLAND (Storm) (31)

Attention! Attention! Call the Cute Police! Note felonies in progress: lovable cartoony characters, unbearably jaunty up-key soundtrack, and a shameful lack of even semi-automatic weapons. Seriously, even the cast of *The New Zealand Story* must surely have trouble keeping their lunches down in the face of *Rodland's* shameless cuteness. It's a game that's impossible to fault – literally. You want to accuse it of being a bit on the short side, and maybe a tad shallow. But you can't. It just gazes back at you with its big, soppy eyes, offers you its paw and says (in a little squeaky voice) "Love me!"

28 PUTTY (System 3) (NE)

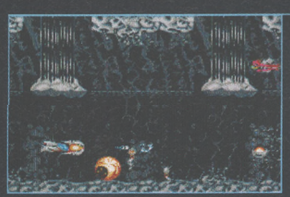
Not the lengthiest game around, and on the face of it just another well-intentioned attempt to get one over on the consoles (and no harm in that, eh?). But *Putty* earns its gold star by boasting more original ideas than you'd normally find in, ooh, fourteen ordinary platform games. To wit: the astonishingly dextrous Putty character; Uncle Ted and his irresistible organ, who appear occasionally and cause all the baddies to dance about helplessly; the really neat sampled sound effects; the multitude of little bits and bobs waiting to be discovered; and lots, lots more. It's just... wonderful.

HEAD OVER HEELS (The Hit Squad) (33) 27

If you've ever owned a Spectrum there's a 99.4% chance that you'll have played *Head Over Heels* at some point. It's probably the best game ever seen on the machine, and loses nothing in the move to the Amiga. It's set in an isometric 3D world, and consists of a maze of rooms which each contain a puzzle. Solving these involves combinations of brainwork and manoeuvring skills, with help from the eponymous Head and Heels characters. They each have different skills and can team up in certain situations to startling effect. It's beautifully simple, exquisitely designed and utterly irresistible.

26 ASTEROIDS (PD) (34)

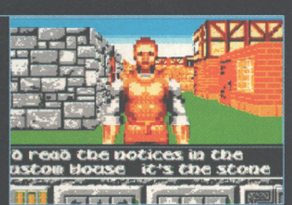
Everyone and his hamster has played *Asteroids*. And, if you and your hamster are looking for a version of it to play on your Amiga (which would be nothing to be ashamed of, as it's still just as good a game as it was all those years ago), then this is the one to go for. Not only is it an exact replica of the original, complete with useless *(Atmospheric. – Ed)* vector graphics, rubbish *(Evocative. – Ed)* sound and Uhu-like unputdownability, but it's completely free! Bargains like this come along two, maybe three, times in a lifetime. Miss it and your hamster (always better than you at this sort of thing) might never forgive you.



R-TYPE 2 (Activision) (39) 25

Ptui! Who needs coin-ops? That's the question you'll be able to ask (with suitably rhetorical emphasis) after you've taken *R-Type 2* for a spin. Arcade conversions just don't come closer to the mark than this. The graphics, the sound, the huge baddies, the cunningly-designed levels, the gun that gets sinisterly more powerful the longer you hold down fire – they're all there, they're all just like the coin-op's, and they're all brilliant. Be warned, though – this isn't the easiest scrolling shoot-'em-up around (in actual fact it's one of the hardest), and if you're a bit crap at games you might get quite cross with it.

24 LEGENDS OF VALOUR (US GOLD) (NE)



Role-playing games aren't exactly the embodiment of hip, and since Mark Ramshaw left we've had a real struggle finding anyone to give them a fair hearing. But when they're good they're really very good indeed (if you're prepared to put in the hours needed to get to grips with them), and *Legends of Valour* is simply the best. It's got unusually complicated and attractive graphics for this sort of thing, and makes itself presentable by keeping all the complicated RPG stuff hidden from view. It's also huge, sophisticated, very well designed, and much more wonderful than I could ever explain here. So I won't.

IK+ (The Hit Squad) (40) 23

Street Fighter 2? Phooey. *IK+* does away with all those fancy characters and moves, and gives you a down-to-earth beat-'em-up that lets you get stuck into the serious business of injuring people without having to worry about hundreds of complicated button-pressing sequences. The 'moves' it *does* have get the job done fine, and are accompanied by some splendidly painful-sounding noises. And there are two particularly great things about it: (1) The way two-player games include a third, computer-controlled character for everyone to pick on, and (2) the secret button that makes the characters' trousers fall down.

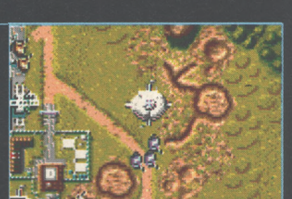
22 MEGA LO MANIA (Image Works/Ubi Soft) (6)

This is one of those terrific games where you get to control the destinies of hundreds of little people. Computer games being computer games, your ultimate aim is to make sure your tribe beats its rivals to a stickily twitching pulp, and to that end *Mega lo Mania* gives you the chance to 'invent' new weapons to give your blokes the edge. You can make alliances too, if you want, and a running commentary is provided by some super digitised voices. And lastly, *Mega lo Mania* is more approachable than your average god sim thanks to a friendly user-interface. Bonkers semi-benevolent dictatorship has never been so easy.

JOHN MADDEN FOOTBALL (Electronic Arts) (23) 21

There's no two ways about it – American football is a rubbish sport. How anyone can honestly claim to enjoy all that stopping and starting and pratting about in ludicrous costumes is anybody's guess. But, against all the odds, *John Madden Football* manages to be both an American football game *and* an essential purchase. (Apparently.) Not only does it recreate every last offensive audible and broken passing play (hang on – we haven't got to the good bit yet), but it throws in slick graphics and a certain 'je ne sais quoi' that elevates the game into the realms of greatness.

20 HISTORY LINE 1914-18 (Blue Byte) (NE)



No – this isn't a remorseful attempt to compensate for all the horrible things we've said about wargames in the past. We stand by every word we've ever written about a genre which is almost universally primitive-looking, wretchedly programmed and dull. There – now you can't say fairer than that. But *History Line 1914-18* more than makes up for the sins of its forebears, a fact we're actually more than happy to acknowledge. The graphics are (amazingly) really good, it's easy to work out what's going on, and everything works perfectly. Consequently, the game is very absorbing. See? It can be done.

19 NO SECOND PRIZE (Thalion) (NE)

As with *Super Hang On*, if you don't mind the idea of people buzzing around on motorbikes as if they've got a Highway Code all of their own, *No Second Prize* is a racing game and a half. It's got what are surely some of the slickest, smoothest 3D polygon graphics seen on the Amiga so far, along with an impressive array of camera angles and a fabulous action replay mode to show them off to their full "I do not think you wanted to do that" advantage. It's convincingly realistic too and, although staying on your bike isn't easy, you'll keep returning for more no matter how many times you crash.

ARCHER MACLEAN'S POOL (Virgin) (NE) 18

You may already have noticed *Jimmy White's Whirlwind Snooker's* complete absence from the Top 100, despite its Number 10 placing last year. We just thought that, what with *Archer Maclean's Pool* being virtually identical and everything, we'd give the older game a break. (Chuckle!) So *Pool* is carrying the torch for both. It lays down the foundations of greatness with a fast 3D representation of the table, adds a comfortable control system, realistic ball-movement and a plethora *(meaning 'a lot' – Ed)* of options, and ends up as the greatest snooker/pool game ever.

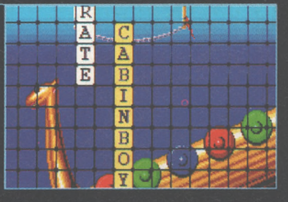
17 MONKEY ISLAND 2 (Lucasfilm/US Gold) (NE)

Monkey Island 2 is the game all other graphic adventures want to be when they grow up. And, just as if you needed further proof – nothing else comes within thirty APATTOH places of it. What's terrific about *MI2* is that not only has it got really great graphics, and not only does it present you with a set of original and intelligently-designed problems that'll have you scratching you head for weeks and kicking yourself when you finally work out the answers, and not only is it several times the size of most other graphic adventures, but it's really funny as well. So, even when you're stuck, you're still likely to be laughing. Brilliant.

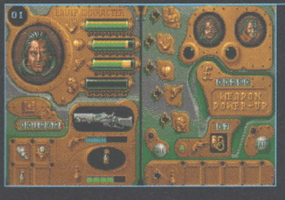
GEM'X (Demonware) (30) 16

If someone walked up to the AMIGA POWER team in the street and asked "What's the best Amiga puzzle game?", we'd reply, quick as a flash, "Why, *Gem'X*, of course. Now get out of the way – we're on our way to the shops." We just love the cute graphics, and the way you've got to move gems around to finish each of its 19 levels. Best of all, though, is that it stretches your mind to its absolute limits of mental-brainy-puzzleyness without quite (*quite*) taking you to the point where you say "Blow this, I'm going to have to go and sit in the garden for a bit." That's how all puzzle games should be. It's – yes – a gem!

15 WIZKID (Ocean) (NE)



To call *Wizkid* a platform game would be sorely missing the point. While it does have platforms in it, it's actually a loosely-connected series of different game-types which, although they're all very weird, somehow make sense. Sort of. Erm. Anyway, the fact is that *Wizkid* is 100% entertaining from the word 'go', but to try to explain quite why is extremely difficult. It's something to do with the way it eases you gently into the action, something to do with its seamless blend of different ideas, and a lot to do with its disconcerting sense of 'off-beat' humour. (Well, that's what we think, anyway.)



THE CHAOS ENGINE (Renegade) (NE) 14

We'd been a bit worried about The Bitmap Brothers, to be honest. Their previous offering, *Magic Pockets*, hadn't exactly blown us away, and they'd been rather too quiet for rather too long. But they were happy to set our minds at rest with *The Chaos Engine*. It's a shoot-'em-uppy, puzzley, *Gauntlet*-ty sort of game that has you wandering around picking off baddies with a variety of weapons, all with an unusual atmosphere of high-tech Victorian England. Take a friend too, if you want, or a surprisingly intelligent computer-controlled chum. Polished and, moreover, amazingly playable.

13 APIDYA (Blue Byte) (25)

After much debating, a few minor scuffles, and even a little bloodshed (when Stuart got a paper-cut from an old issue 13 he was poring over), we eventually decided to place *Apidya* above *R-Type 2*, its closest rival in the 'ultimate shoot-'em-up' stakes. It's got some absolutely beautiful biological-looking graphics – much of them inspired by Japanese artwork – along with awesome sound and an odd collection of largely insect-based sprites who have some terrific attack patterns. And not only does it play nigh-on perfectly, but there's enough variety to ensure that you never, ever get bored of it.

HARLEQUIN (Gremlin) (15) 12

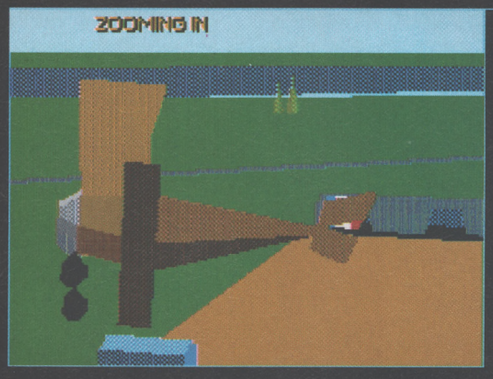
Although that ubiquitous ninja *Zool* (he's not an ant, remember) seems to have grabbed all the attention, we'd rate the slightly older *Harlequin* quite a way above it. This really is the closest the Amiga's come to a console-style plat... No, damn it! *Harlequin* knocks the pants off *Sonic the Hedgehog*, and could probably show Mr Mario Brother a thing or two as well. Set in a macabre Alice in Wonderland-style world, the game's got more atmosphere than a gaseous giant (Saturn or Jupiter, for example). It's also packed with neat touches and cunning puzzles, and plays like nothing else on earth.

11 SIM CITY (Infogrames) (5)

It's easy to complain when, despite three letters to the council and numerous phone calls, that street light outside your house still hasn't been fixed. But you'll begin to understand something of the problems of getting a large urban development up and running if you have a crack at *Sim City*. You've got a set of basic building blocks – housing ones, factory ones, roads, railways etc – to try to build a city from. Arrange them all correctly and the taxes you raise will pay for more bits. You can go on adding to your city for ever – and you most likely will! One of the most dangerously addictive games ever.

10 CRAZY CARS 3 (Titus) (NE)

Formula One Grand Prix is undoubtedly the best driving game on the Amiga. (But still it hasn't – yet – appeared in this year's run-down. Can you bear the almost-literal suspense, excitement fans?) But, as they say, it takes different strokes to please different folks, and *F1GP* is representative of just one sort of driving game – the all-out-for-accuracy 3D polygon sort. The other type is the not-quite-so-accurate-but-just-as-good-in-a-different-sort-of-way sprite-based driving game. *Lotus Esprit Turbo Challenge* is one and *Crazy Cars 3* is another. It puts you at the wheel of a smart red testosterone-mobile, and gives you the best scrolling road in the business to drive it along. Scream as you plunge into a pitch-black tunnel! Retch as you crest a hill and the car's wheels leave the ground! Shut your eyes tightly as you find a truck heading for you at a closing speed of about 500 kph! All that's missing is a two-player mode, but that doesn't really matter when you've got twenty computer-controlled drivers to ram off the road. (And they behave very intelligently indeed, if a little maliciously.)

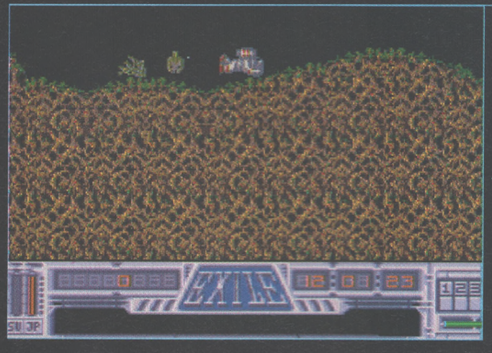


KNIGHTS OF THE SKY (Microprose) (9) 9

There are absolutely loads of flight simulations on the Amiga. And the vast majority of them are extremely high-quality products, into which thousands of man-hours have been poured, and which reproduce perfectly the feeling of freedom you get from exploring the heavens in an aeroplane. But there are hardly any flight sims in the Top 100 at all. Just two, in fact. (This one and *Combat Air Patrol*.) Why? Well, the APATTOH tries to consider all tastes, and the sad fact is that flight sims just don't appeal to people in huge numbers. They're too complicated, too intimidating, too scary. *Knights of the Sky* is different, though. It simulates a range of World War 1 biplanes, instead of the modern jets you'd normally find in a flight sim. And, rather than being completely crap and boring, it's this that makes all the difference, and pushes the game into the realms of popular appeal. You'll cling to your Amiga for dear life as your crate claws its way through the air, and cheer out loud if you manage to send Jerry spiralling to earth. The fast 3D graphics help too, of course, as do the completely believable sound effects and the incredibly detailed recreation of wartime France.

8 LEMMINGS 2 (Psygnosis) (NE)

It was Tim Norris who was first to tentatively make the suggestion that *Lemmings* mightn't, just mightn't be such a classic game after all. (Although he'd be horrified at the suggestion that he'd split any infinitives in the process.) At first we just chortled. Tim likes a bit of a joke, so we tend to laugh first and ask questions later. But we thought about what he'd said, and had to admit that in a way he was right. The trouble with *Lemmings* is that, while all the lemming-saving puzzles are cunning enough, once you've worked out the solutions it's a real bind, and often very frustrating, actually having to follow them through. And the whole concept's so abstract that you've got very little motivation to do it anyway. So, while we still love the game, we decided to demote it quite heavily. (You might have spotted it languishing in 77th place.) *Lemmings 2*, however, is another story. It takes everything that's great about the first game. It adds motivation in the form of a great plot about 12 different tribes of Lemmings. It cures the frustration problem by dividing the game into 12 sections which you can switch between at will. It does everything much, much better. And it's brilliant.



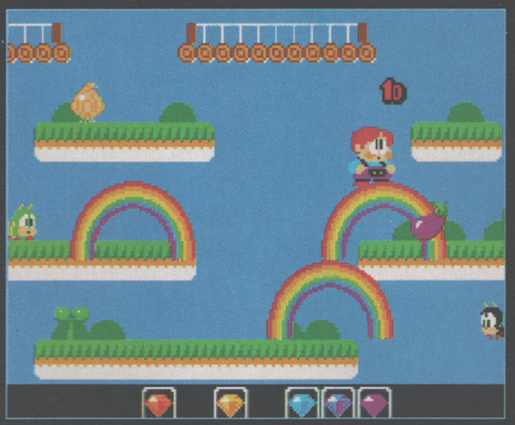
EXILE (Audiogenic) (7) 7

In space, no-one can hear you shouting rude words at your Amiga when you get stuck in a game. That's probably just as well if it's *Exile* you're playing, because it's got some fiendish puzzles which require both lateral thinking and joystick skills. You're this little spaceman with a jet-pack on his back, and you've got to explore a set of underground caverns on this planet you've crash-landed on, ultimately hoping to nobble a mad scientist. The game's strength is the accurate way it simulates gravity and momentum and all that type of stuff, creating a truly believable playing environment (save for the appallingly primitive graphics, but we'll draw a veil over those). So all the time you're trying to explore, and lob hand grenades around, and tinker about with locked doors and things, you've also got to concentrate on getting just the right amount of thrust from your rocket-pack so you don't keep banging your head on the ceiling. There's weeks and weeks of fun to be had from it, and it's just about the best arcade adventure that could possibly be imagined.

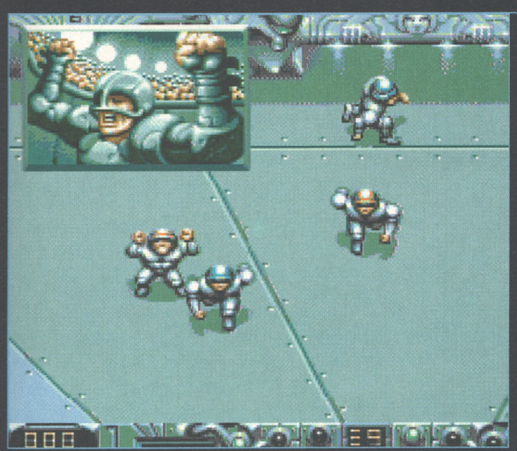
6 PINBALL FANTASIES (21st Century Ent) (NE)

The Chambers English Dictionary defines 'Pinball' as "a scoring game, played on a slot machine, in which a ball runs down a sloping board set with pins or other targets", and 'Fantasy' as "not based on realistic characters or setting". Thanks guys. Perhaps the next thing that needs to be pointed out is that *Pinball Fantasies* is far from perfect. Of the four tables it offers, only one is really outstanding, and one is actually pretty nob. The sound effects aren't exactly devastating, either. And the game doesn't make any attempt to take advantage of its being a computer game by providing features that a real pinball table wouldn't be able to replicate. (If anything, it's even less adventurous than a real table.) But, as you'll have guessed from the game's extravagantly high placing, its qualities more than make up for its shortcomings. It's a bit faster than *Pinball Dreams*, and the feel of real-life pinball is reproduced perfectly – in fact, this is possibly even better than the real thing, and certainly cheaper in the long run (if a little pricey to start off with).

5 RAINBOW ISLANDS (The Hit Squad) (1)



Calamity! Upset! Horrifying disaster of near-Biblical proportions! We are truly living in the 'end times' – just as Nostradamus predicted, the seas will boil, the moon will turn the colour of blood, there will be a wailing and a gnashing of teeth, and "the many-hued archipelagoes *(that's* Rainbow Islands – *Translation Ed)* will be toppled from their mighty throne". So, how come? How come, after an unprecedented two years in the top slot, *Rainbow Islands* has slumped to a hardly-anything-to-complain-about-but-nonetheless-something-of-a-turn-up-for-the-books Number Five position? Is it because it's done something to offend us? Have Bub and his platform-hopping, rainbow-throwing antics have in some way lost their appeal? Might it be because we've grown slightly weary of its cute, colourful graphics and arcade-perfect (erm) arcadeyness? Are we afraid that, rather that the attitude-laden, cutting-edge publication we strive to be, AMIGA POWER might otherwise start to become – dare we say – predictable? *(Well, actually, it's because the team's composition has altered radically since the last Top 100 was compiled, and it doesn't hold the game in quite the same collective esteem as it once did. – Ed)* Apparently it's something to do with collective compositions and radical something or others. But we're still hopelessly in love with *Rainbow Islands* and – who knows? – it might be back up at the top again next year.

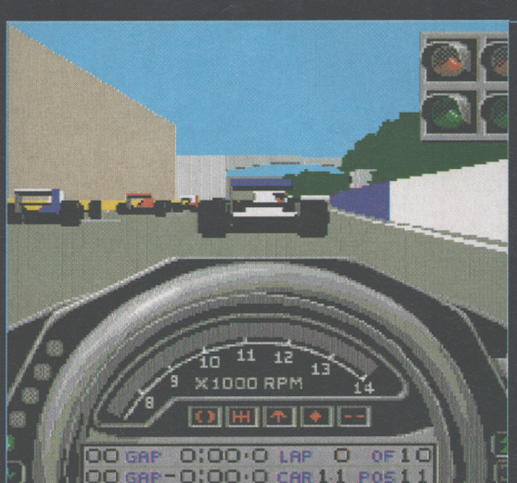


SPEEDBALL 2 (Image Works) (3) 4

It's brutal – and inexcusable. Inexcusably *good*, that is, for *Speedball 2* represents the Bitmap Brothers at the very pinnacle of their creative powers. Following on from the pumpin' shoot-em-up frenzy of *Xenon 2*, and later to go on to such accomplished triumphs as *The Chaos Engine*, the Bitmaps' stroke of genius (on this particular occasion) was to realise that, with computer sports games, there's really no need to confine oneself to trying to simulate sports from the real world. If you've got the imagination to come up with something new and better, why not use it? Why not throw away the assorted rulebooks and write one of your own, designing the sort of game you've always dreamed of playing? Either that or they couldn't work out how to do a football game with metallic graphics. Anyway, what we've got is *Speedball 2*, a futuristic, bloodthirsty cross between rugby and pinball, where two armour-clad teams use every available means to score points off each other. In terms of 'feel', it captures practically all the best bits of the movie *Rollerball*, only without the rather dull plot and that weird scene where they set fire to the trees. It's fast and slick, with a constant stream of atmospheric sound effects, and while it's great as a one-player game thanks to all the league tables and player customising bits, it really motors with two. And while you could always play football outside with your mates, please don't try it with *Speedball 2*.

3 DYNABLASTER (Ubi Soft) (13)

Eastern philosophy teaches us the importance of opposites: male and female, yin and yang, yoghurt and the separate fruity sachet. True happiness, we understand, can only be obtained by bringing these different aspects of existence together, thus creating a situation of perfect harmony. When it comes to computer games, none succeed quite so well as *Dynablaster* in combining those two ever-present properties: the violent and the cute. It's violent because it involves blowing people up, and it's cute because... well, it just is, okay? And, as if that wasn't enough, while it could probably safely claim to be the Amiga's *only* five-player game, *Dynablaster* is certainly its best. The concept behind it is simple almost to the point of being banal. You just run around a maze, dropping bombs and trying to blow up the other players without getting caught in the blast yourself. But once you've got over that initial "Is that all there is to it?" reaction, *Dynablaster* proves to be shockingly addictive. No two games are ever the same – some last seconds, while others turn into grim wars of attrition as one by one the players slip up and are burnt to ashes. The only snag is that you really do need extra people to bring the game to life, as in one-player mode *Dynablaster* is nothing special. But that needn't be a problem – if you really haven't got four friends, go and stand outside your front door and shout "Game of *Dynablaster*, anyone?" and you soon will have.



FORMULA ONE GRAND PRIX (Microprose) (2) 2

To put it simply, *Formula One Grand Prix* is the most fun you'll ever have with four wheels – short of filling two motorcyclists' helmets with itching powder. *(Though, given the choice, we'd recommend* F1GP *every time; motorcyclists are notoriously quick to anger where their helmet integrity is involved. – Major Contribution to Road Safety Ed)* It's a Formula One racing simulation of quite breathtaking accuracy, but that accuracy doesn't just extend to technical stuff like torque curves and the sixteen world championship track layouts. All that business is in there, of course, but thanks to its exceptionally slick 3D graphics you'll find it conveys the most realistic sensation imaginable of actually driving at a tyre-burningly enormous speed down a Formula One race track. Pitstops are recreated in great detail, too, as are – more importantly – crashes. (Should you ever get bored of just driving around in circles, there's a whole new sport to be discovered of setting up and replaying multi-vehicle pile-ups that would just be too darned expensive to arrange in real life.) Sparks and spray fly out from behind cars, crowds watch your progress, TV cameras track the action... everything's in there. And the upshot is that you really do feel as if you're actually taking part in a Grand Prix – don't be surprised if you grow a moustache and start talking in a monotonous drone. As the great Murray Walker might put it: "It's probably the best driving game there's ever been." (He only talks in a funny voice when he's on duty.)

1 SENSIBLE SOCCER (Renegade) (NE)

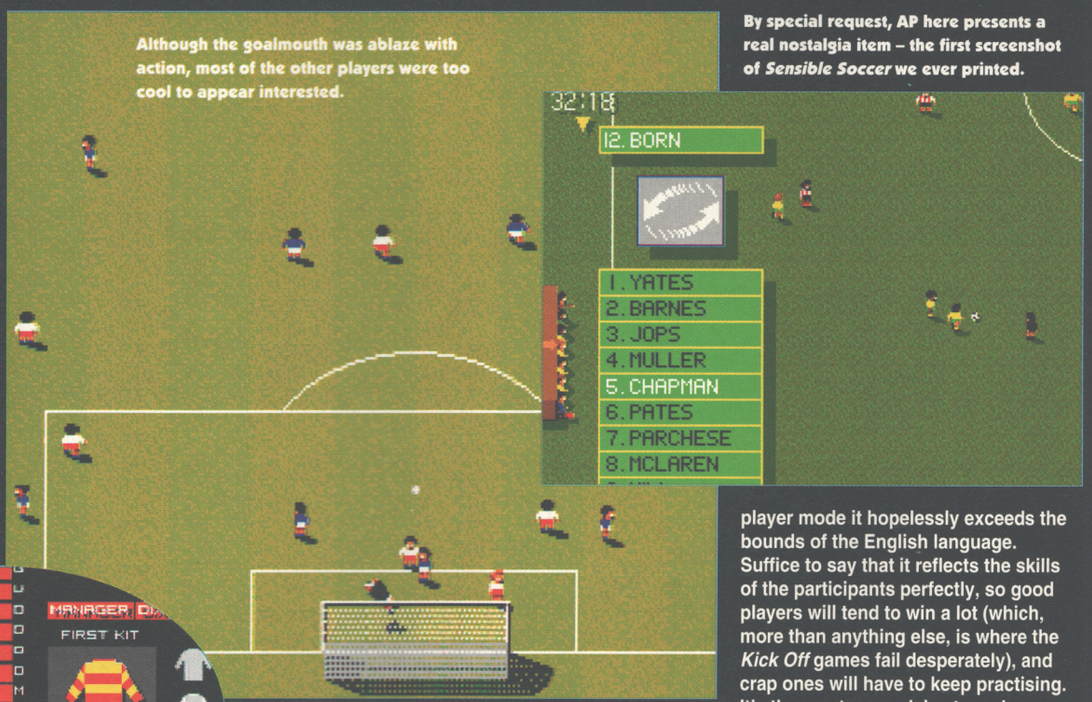
"One is battered to the ground and then raised on angels' wings to the highest heights," wrote Gustav Mahler of his second symphony. Sensible Software must have felt a similar sense of awe as they put the finishing touches to *Sensible Soccer*, which, quite simply, is the best Amiga game ever.

Why this should be the case isn't immediately obvious, however. *Sensible Soccer* is just one of a vast number of Amiga football games, many of which are very good indeed. But *Sensible Soccer* is more than just "very good indeed". And it's more than "very, very good indeed" too. In fact, even if you took the words "good indeed" and kept putting "very" in front of them until you were blue in the face (and wondering quite where all this was leading), you still wouldn't even have come close to describing just how good *Sensible Soccer* is.

It starts off by being a really good, solid football game. All the rules are in there, there are millions of teams to choose from, you can do substitutions and everything... all the sort of stuff you'd find in any self-respecting football game. But then *Sensible Soccer* starts pulling ahead of the rest. The controls are responsive and intuitive, and after a while you can forget they're there, leaving you to immerse yourself in the actual tactics and things. And, speaking of tactics, (um) there are lots of them in it. You don't just charge towards the goal and hope for the best – you've got to look for people to pass to, and find ways to fool the goalkeeper, giving the whole thing a real, proper, footbally feel.

But there's something else about it, something that's a bit harder to pinpoint. *Sensible Soccer* runs a bit faster than your average football game (though not as impossibly fast as *Kick Off*, which you won't find in the APATTOH this year) and, without neglecting its football roots, it manages to incorporate the fun of a simple arcade game as well. You'll also find that, while in one-player mode the game is so good it's a struggle to find the superlatives to describe it, in two-player mode it hopelessly exceeds the bounds of the English language. Suffice to say that it reflects the skills of the participants perfectly, so good players will tend to win a lot (which, more than anything else, is where the *Kick Off* games fail desperately), and crap ones will have to keep practising. It's the most compulsive two-player game money can buy. It's wonderful. We hardly feel worthy.

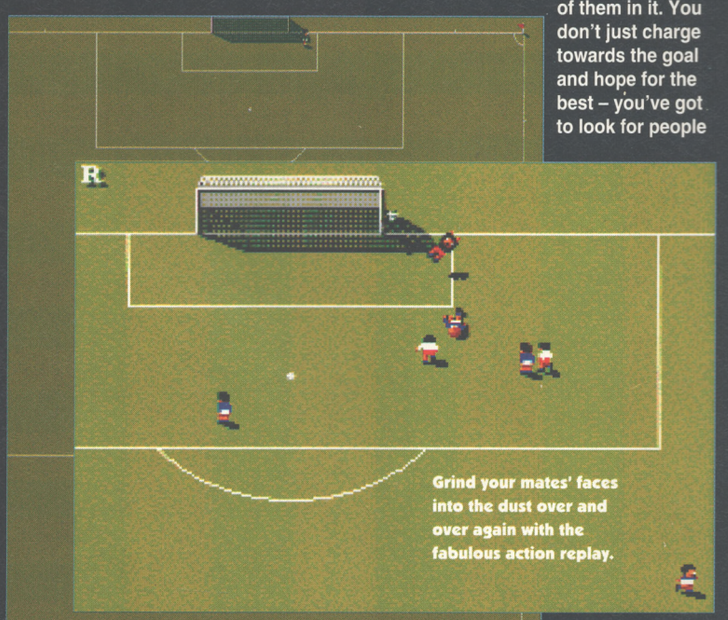
Oh, er... and now an admission. You know earlier, when we said that *Sensible Soccer* is "the best Amiga game ever"? Well, it's not. There's a game that's actually better than... Aw, you guessed it. (Had you going for a bit, though, eh?) *Sensible Soccer 92/93 Season* takes everything that makes the original so staggeringly marvellous, and tweaks it, adding red and yellow cards, improving the goalkeepers and making it all a bit more difficult. Incredibly, it's even better still. The best Amiga game ever, in fact. ●



Although the goalmouth was ablaze with action, most of the other players were too cool to appear interested.

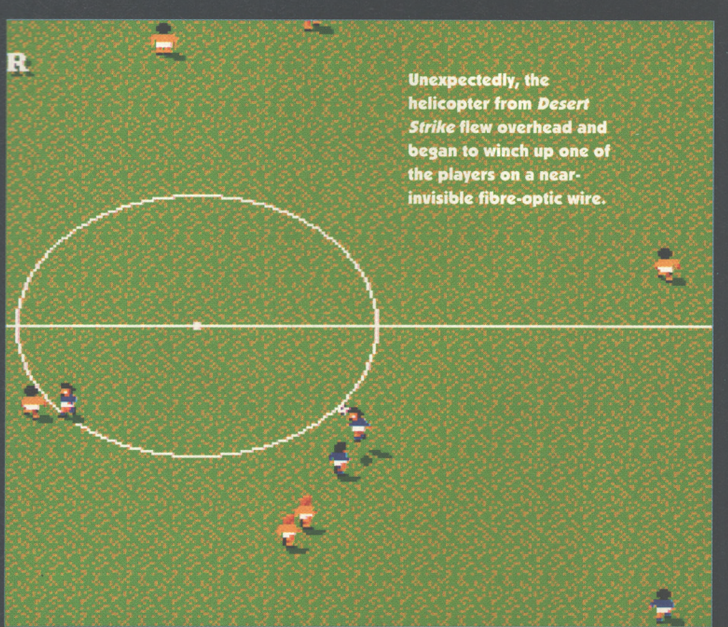
By special request, AP here presents a real nostalgia item – the first screenshot of *Sensible Soccer* we ever printed.

Just one of the game's literally limitless array of custom teams.



Grind your mates' faces into the dust over and over again with the fabulous action replay.

Left: Another tense goalmouth incident, viewed from the calm and safety of the Goodyear blimp.



Unexpectedly, the helicopter from *Desert Strike* flew overhead and began to winch up one of the players on a near-invisible fibre-optic wire.

LAST YEAR'S CHART RUN-DOWN

1	(1)	Rainbow Islands (Ocean)
2	(NE)	Formula One Grand Prix (MicroProse)
3	(3)	Speedball 2: Brutal Deluxe (Image Works)
4	(NE)	The Secret Of Monkey Island (lucasfilm/US Gold)
5	(4)	Sim City (Maxis/Infogrames)
6	(NE)	Mega lo Mania (Image Works/Ubi Soft)
7	(NE)	Exile (Audiogenic)
8	(NE)	Populous 2 (Bullfrog/Electronic Arts)
9	(NE)	Knights Of The Sky (MicroProse)
10	(NE)	Jimmy White's Whirlwind Snooker (Virgin)
11	(2)	Lemmings (Psygnosis)
12	(12)	Prince Of Persia (Broderbund/Domark)
13	(NE)	Dynablaster/Bomberman (Ubi Soft)
14	(NE)	First Samurai (Vivid Image/Image Works/Ubi Soft)
15	(NE)	Harlequin (Gremlin)
16	(NE)	PGA Tour Golf (Electronic Arts)
17	(NE)	Ultima 6 (Origin/Mindscape)
18	(NE)	Parasol Stars (Ocean)
19	(NE)	Eye Of The Beholder (SSI/US Gold)
20	(NE)	Another World (Delphine/US Gold)
21	(NE)	F-15 Strike Eagle 2 (MicroProse)
22	(NE)	Titus The Fox (Titus)
23	(NE)	John Madden Football (Electronic Arts)
24	(NE)	Hunter (Activision)
25	(NE)	Apidya (Playbyte)
26	(NE)	The Blues Brothers (Titus)
27	(NE)	Celtic Legends (Ubi Soft)
28	(10)	Stunt Car Racer (MicroStyle/Kixx)
29	(11)	Pang (Ocean)
30	(NE)	Gem'X (Demonware)
31	(NE)	Rodland (Storm)
32	(NE)	Switchblade 2 (Gremlin)
33	(NE)	Head Over Heels (The Hit Squad)
34	(NE)	Asteroids (Public Domain)
35	(NE)	Vroom (Lankhor/Ubi Soft)
36	(14)	Nebulus (Hewson)
37	(35)	Bubble Bobble (The Hit Squad)
38	(27)	SWIV (Storm)
39	(NE)	R-Type 2 (Activision)
40	(60)	IK+ (System 3/The Hit Squad)
41	(5)	Virus (Firebird)
42	(NE)	Lotus Turbo Challenge 2 (Gremlin)
43	(NE)	Kick Off (Anco/Top Shots)
44	(NE)	Chuck Rock (Core Design)
45	(NE)	Llamatron (Llamasoft)
46	(NE)	Heimdall (Core Design)
47	(NE)	Realms (Virgin)
48	(26)	Klax (Domark/Respray)
49	(NE)	Shadowlands (Domark)
50	(NE)	MicroProse Golf (MicroProse)
51	(34)	Puzznic (Ocean)
52	(35)	Super Off-Road Racer (Tronix)
53	(NE)	Super Twintris (Public Domain)
54	(NE)	Cruise For A Corpse (Delphine/US Gold)
55	(25)	Laser Squad (Blade)
56	(NE)	Leander (Psygnosis)
57	(22)	Paradroid 90 (Hewson)
58	(NE)	Toki (Ocean)
59	(44)	Shanghai (Activision)
60	(NE)	Space Crusade (Gremlin)
61	(NE)	Gods (Renegade)
62	(NE)	Silent Service 2 (MicroProse)
63	(NE)	Pacific Islands (Empire)
64	(62)	FA/18 Interceptor (Electronic Arts/Star Performers)
65	(28)	Indiana Jones And the Last Crusade: The Graphic Adventure (Lucasfilm/US Gold)
66	(NE)	Robocod (Millennium)
67	(NE)	Thunderhawk (Core Design)
68	(36)	F-29 Retaliator (Ocean)
69	(19)	The New Zealand Story (Ocean)
70	(NE)	Manchester United Europe (Krisalis)
71	(NE)	RoboCop 3 (Ocean)
72	(NE)	Storm Master (Silmarils)
73	(20)	The Sentinel (Firebird)
74	(NE)	Rugby: The World Cup (Domark)
75	(13)	Spindizzy Worlds (Electric Dreams)
76	(30)	E-Motion (US Gold)
77	(9)	Indianapolis 500: The Simulation (Electronic Arts)
78	(NE)	Pinball Dreams (21st Century Entertainment)
79	(23)	Plotting (Ocean)
80	(NE)	Final Fight (US Gold)
81	(15)	Carrier Command (Rainbird/Mirror Image)
82	(NE)	Project X (Team 17)
83	(32)	Powermonger (Electronic Arts)
84	(NE)	Spot (Virgin Games)
85	(NE)	Scooby And Scrappy Doo (Hi-Tec)
86	(NE)	Hero Quest (Gremlin)
87	(42)	Pro Tennis Tour 2 (Ubi Soft)
88	(69)	Projectyle (Electronic Arts/Star Performers)
89	(50)	Tower Of Babel (MicroStyle)
90	(NE)	Volfied (Empire)
91	(68)	Kid Gloves (Millennium/GBH)
92	(41)	Super Hang On (Electric Dreams/The Hit Squad)
93	(NE)	Supercars 2 (Gremlin)
94	(40)	Car-Vup (Core Design)
95	(NE)	Deuteros (Activision)
96	(NE)	Photon Storm (Arc)
97	(NE)	Fantasy World Dizzy (Code Masters)
98	(NE)	Monster Business (Eclipse)
99	(NE)	Covert Action (MicroProse)
100	(96)	Golden Axe (Virgin/Tronix)

THAT ASTOUNDING NEW TOP 100 IN FULL

1	(NE)	Sensible Soccer (Renegade)
2	(2)	Formula One Grand Prix (MicroProse)
3	(13)	Dynablaster (Ubi Soft)
4	(3)	Speedball 2 (Image Works)
5	(1)	Rainbow Islands (The Hit Squad)
6	(NE)	Pinball Fantasies (21st Century Entertainment)
7	(7)	Exile (Audiogenic)
8	(NE)	Lemmings 2 (Psygnosis)
9	(9)	Knights Of The Sky (MicroProse)
10	(NE)	Crazy Cars 3 (Titus)
11	(5)	Sim City (Infogrames)
12	(15)	Harlequin (Gremlin)
13	(25)	Apidya (Blue Byte)
14	(NE)	The Chaos Engine (Renegade)
15	(NE)	Wizkid (Ocean)
16	(30)	Gem'X (Demonware)
17	(NE)	Monkey Island 2 – LeChuck's revenge (Lucasfilm/US Gold)
18	(NE)	Archer Maclean's Pool (Virgin)
19	(NE)	No Second Prize (Thalion)
20	(NE)	History Line 1914-18 (Blue Byte)
21	(23)	John Madden Football (Electronic Arts)
22	(6)	Mega lo Mania (Image Works/Ubi Soft)
23	(40)	IK+ (The Hit Squad)
24	(NE)	Legends Of Valour (US Gold)
25	(39)	R-Type 2 (Activision)
26	(34)	Asteroids (PD)
27	(33)	Head Over Heels (The Hit Squad)
28	(NE)	Putty (System 3)
29	(31)	Rodland (Storm)
30	(8)	Populous 2 (Electronic Arts)
31	(26)	The Blues Brothers (Titus)
32	(NE)	Legend (Mindscape)
33	(NE)	Nick Faldo's Golf (Grandslam)
34	(24)	Hunter (Activision)
35	(35)	Vroom (Lankhor)
36	(29)	Pang (The Hit Squad)
37	(55)	Laser Squad (Blade)
38	(NE)	Alien^3 (Acclaim)
39	(36)	Nebulus (Hewson)
40	(59)	Shanghai (Beau Jolly)
41	(14)	First Samurai (Ubi Soft)
42	(85)	Scooby Doo And Scrappy Doo (Hi-Tec)
43	(NE)	Bill's Tomato Game (Psygnosis)
44	(NE)	D/Generation (Mindscape)
45	(22)	Titus The Fox (Titus)
46	(NE)	Curse Of Enchantia (Core Design)
47	(NE)	Lure Of The Temptress (Virgin)
48	(18)	Parasol Stars (Ocean)
49	(48)	Klax (Domark)
50	(45)	Llamatron (PD)
51	(63)	Pacific Islands (Empire)
52	(41)	Virus (Firebird)
53	(NE)	Body Blows (Team 17)
54	(78)	Pinball Dreams (21st Century Entertainment)
55	(17)	Ultima 6 (Origin/Mindscape)
56	(88)	Projectyle (Electronic Arts/Star Performers)
57	(NE)	Indy/Fate Of Atlantis (Lucasfilm/US Gold)
58	(NE)	Walker (Psygnosis)
59	(NE)	Combat Air Patrol (Psygnosis)
60	(81)	Carrier Command (Rainbird)
61	(NE)	Darkseed (Cyberdreams)
62	(76)	E-Motion (US Gold)
63	(NE)	The Addams Family (Ocean)
64	(38)	SWIV (Storm)
65	(53)	Super Twintris (PD)
66	(NE)	Chuck Rock 2 (Core Design)
67	(75)	Spindizzy Worlds (Electric Dreams)
68	(28)	Stunt Car Racer (Kixx)
69	(NE)	Alien Breed 92 (Team 17)
70	(NE)	Anarchy (Sizzlers)
71	(NE)	Zool (Gremlin)
72	(RE)	Lotus Esprit Turbo Challenge (GBH)
73	(NE)	Fire And Ice (Renegade)
74	(NE)	Lionheart (Thalion)
75	(73)	The Sentinel (Firebird)
76	(79)	Plotting (Ocean)
77	(11)	Lemmings (Psygnosis)
78	(98)	Monster Business (Eclipse)
79	(NE)	World Class Rugby (Audiogenic)
80	(NE)	Legend Of Kyrandia (Virgin)
81	(NE)	A-Train (Ocean)
82	(RE)	Warhead (Activision)
83	(20)	Another World (Delphine/US Gold)
84	(NE)	Striker (Rage)
85	(51)	Puzznic (The Hit Squad)
86	(NE)	BC Kid (Ubi Soft)
87	(NE)	R-Type (The Hit Squad)
88	(69)	The New Zealand Story (The Hit Squad)
89	(92)	Super Hang-On (The Hit Squad)
90	(58)	Toki (Ocean)
91	(52)	Super Off Road (Virgin)
92	(NE)	Tearaway Thomas (Soundware)
93	(71)	RoboCop 3 (Ocean)
94	(91)	Kid Gloves (Millennium)
95	(NE)	Bug Bomber (Kingsoft)
96	(12)	Prince Of Persia (The Hit Squad)
97	(NE)	Sleepwalker (Ocean)
98	(60)	Space Crusade (Gremlin)
99	(RE)	Switchblade 2 (Gremlin)
100	(NE)	Graham Taylor's Soccer Manager (Krisalis)

NO APOLOGIES –

There it is, then. The Top 100 Amiga Games Of All Time, as defined by the only magazine that's played enough of them to know. We won't bore you with the mechanics of how we came up with this year's chart (because drinking isn't big or hard or clever and we don't recommend or condone or particularly enjoy it), but instead we'll point out a few of its more interesting features.

First off, some statistics. The Top 100 – All-New and Improved 1993 Mix – boasts no less than 41 new entries, as well as three re-entries from the original 1991 Top 100 which dropped out last year (almost certainly the fault of Matt Bielby, who wouldn't know a decent game if it painted his trousers yellow).

So it's a big "Hello, hello, we're back again" from *Lotus 1* (the original and best), *Warhead* and *Switchblade 2*. Of the 56 titles remaining, 22 are movin' on up (most dramatically *Scooby Doo And Scrappy Doo*, up 43 places from last year's scandalously mean 85 up to its rightful Number 42 position), 30 are (ring-a-ding-ding-ding) going down (with poor old *Prince Of Persia* plunging 84 places to 96, after *Flashback* stole the Best Animation Oscar and showed up *PoP's* limited gameplay) with just four staying put in last year's positions (namely *F1GP*, *Exile*, *Knights Of The Sky* and *Vroom*).

The highest new entry is, of course, a straight-in smasheroony right there at Number One, while two games from last year's Top Ten don't appear this year at all – *The Secret Of Monkey Island* (last year's Number Four) is usurped by its superior sequel, and ninth-placed *Jimmy White's Whirlwind Snooker* is out-evolved and replaced by the strikingly similar *Archer Maclean's Pool* at 18. We did quite a bit of that kind of thing – we didn't see any point in, for example, having three near-identical *Lotus* games or two *Chuck Rocks* in the chart, so in situations like that we only included the best game in a series. Exceptions? Well, *Pinball Fantasies* and *Pinball Dreams*, but they were only permitted to slip through the net because they're *both* something rather special. And, while we're on the subject, we won't be giving any prizes to crappy whinge letters along the lines of "But all horizontally-scrolling shoot-'em-ups are really the same", so save your stamps and writing paper, okay?

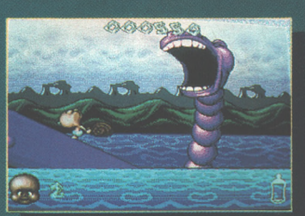
Having said that, we must confess that we do enjoy a good old 'lively discussion' on the merits on one game over another of the same type (or even a totally different one). If there's something you just don't agree with in this latest incarnation, do make sure you write in and tell us all about it.

Especially since, more than ever before, this year we put the games we really liked playing in the chart, rather than the games we thought we OUGHT to include. We think it's much more honest this way. That's why things like *Lemmings*, *Populous 2* and *Zool* (just to pluck a trio of random names out of the ether) are lower down than you might expect to find them, and a game like *IK+* just keeps on climbing higher and higher as it gets older. We don't care how many copies a game sold – we only care how good it is. No *Street Fighter 2*. No *Project X*. No *Kick Offs*. We know best. You know it's true.

ALL-TIME TOP GAMES

CHUCK ROCK 2

SON OF CHUCK



Now the successful owner of Chuck Motors, Chuck Rock has been kidnapped by his arch rival in business, Brick Jagger, the shady boss of the Datstone Car Company. Following the arrival of the ransom slab, Ophelia cries as she reads the list of demands to secure Chuck's release. Six month old Chuck Jnr breaks out of his playpen vowing "I'll be back – with my dad!"

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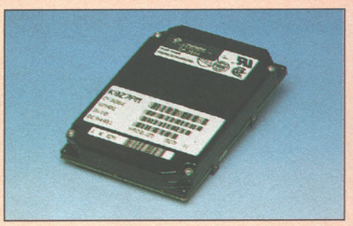

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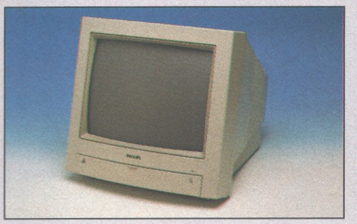

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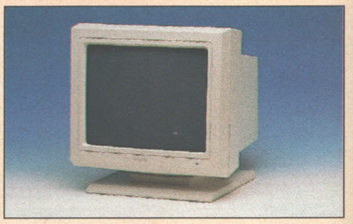

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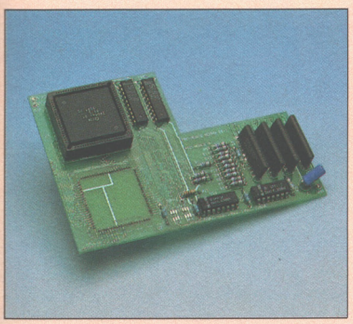

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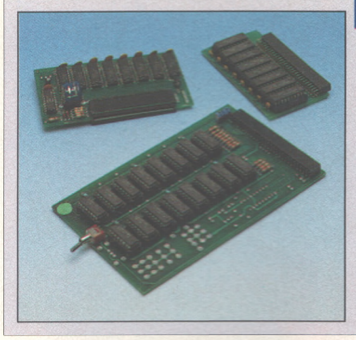

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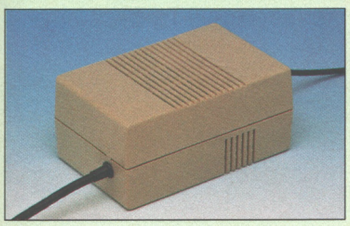

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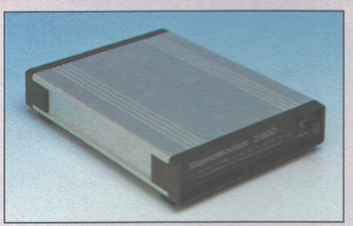

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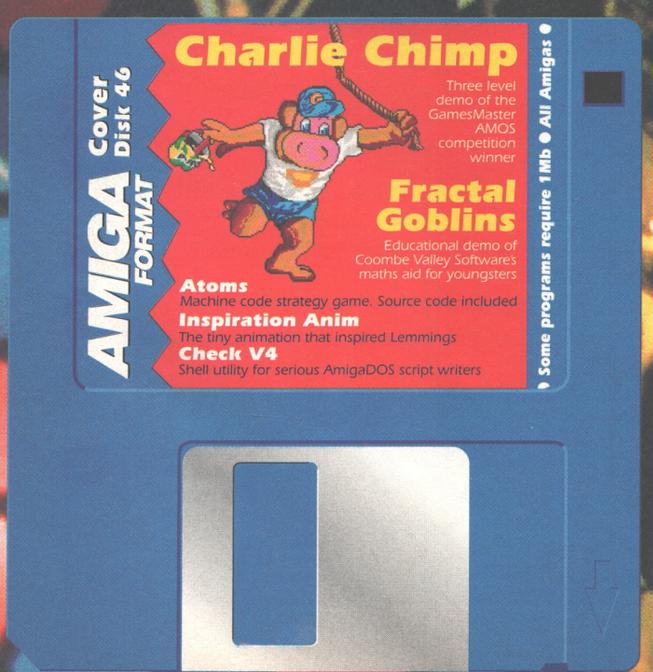

Lemmings 2

Can it improve on the original? Find out in our full and definitive review

IDE like a hard drive

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COMPLETE control

Got a tip? A cheat? A problem? Send it in to us and we'll put you in... Complete Control. Clever wording, I know. Cheers.

STREET FIGHTER 2

(US Gold)

Have you ever had one of those months? At least 97% of this issue's postbag consisted of letters along the lines of:

"That *Street Fighter 2* cheat you printed to let two players fight against each other using the same character was a bit long-winded, wasn't it? I mean, it worked and everything, but surely it's a lot easier just to pause the game and type in '7KIDS'? Then, if you abort the game and restart it in two-player mode, you'll be able to do exactly the same thing."

We knew that. We just thought that people who find a 'same character vs same character' cheat for *Street Fighter 2* in any way exciting deserve to suffer. The bulk of the letters continued:

"And, given your obvious ignorance, I bet you didn't even realise that if you position the cursor over Blanka on the character selection screen and very slowly type 'PATIENCE', you'll be able to press F10 during the game to top up your energy."

One or two of them went on:

"Just what are you lot playing at, exactly? I fork out my £3.50 every month and I expect something a bit better than... *(Snip! – Ed)*"

FLASHBACK (Delphine)

If you've just bought the game, and don't want the whole thing utterly ruined, stop reading now! For here are all the codes, for all three difficulty settings. They've been sent in by Craig Styris of Hamilton, New Zealand.

Easy:	Normal:	Difficult:
BACK	PLAY	CLOP
LOUP	TOIT	CARA
CINE	ZAPP	CALE
GOOD	LYNX	FONT
SPIZ	SCSI	HASH
BIOS	GARY	FIBO
HALL	PONT	TIPS

PLEASE WRITE!

Please do carry on sending in hints and cheats. No, really – they're great. The address for all your fantastic factoids remains, as ever:
Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

SLEEPWALKER

(Ocean)

There's a cheat, apparently. What you've got to do is load the game up and, on the title screen, type (here goes) 'DINADINDANGMYDANGALONGLINGLONG'. Ralph and Lee's noses will then turn from red to green, whereupon you'll be able to press TAB during the game for nine lives, full energy, 'all animations' (whatever that means) and 'all comic balloons', as well as RETURN to jump to the next level. That one was sent in by someone styling himself as 'The Prisoner'.

RED HOT POKES

It's been *ages* since we printed any Action Replay codes, and they're *such* fun to type in that we thought it was about time we did some more. Remember, readers – to use them you'll need an Action Replay cartridge, and you'll very much want to follow the instructions that come supplied with it.

Game	Code	Effect
Alien Breed '92	C059C7	lives player 1
	C059CB	ammo player 1
	C059D3	keys player 1
	C06167	lives player 2
	C0616B	fire player 2
	C06173	keys player 2
Assassin	TFD C05B0E	lives
	TFD C05ED9	time
Deliverance	00054B	lives
DynaBlaster	0517F3	lives
Erik	019281	lives
Fireforce	001594	M-16 magazines
	001598	grenades
	001599	rockets
	00159B	first-aid packs
Jim Power	TFD 5AB	lives
	14AB9	time
Lethal Weapon	C1A1D5	magazines
Motorhead	TFD 010186	lives
Predator 2	0050AB	credits
Trolls	000759	lives
Wicked	5CB	lives
	5CE	score
Wizkid	C09CCF	stars

Our hearts go out to Graham McMillan, Paul Bagnarol, Koen Bakker and Erik Nettekoven who sent those in.

LEGEND (Mindscape)

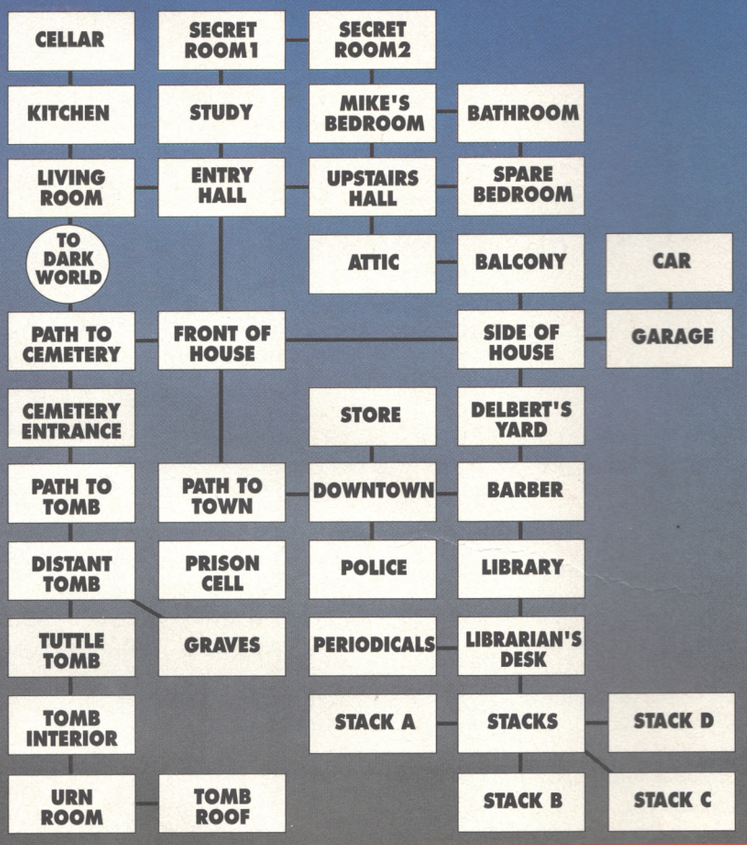
The following message from Paul Miranda of North Gosford, Australia should mean something to all you *Legend* fans out there:

"If your characters are particularly crap at surviving battles/lethal drops/damage spells/shaving in the morning, then why not try unreadying enough armour so your AC is at least +11. Only it won't be – the armour class by this stage should have become 245!"

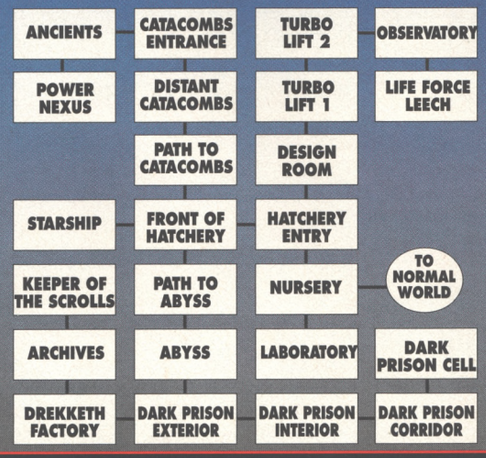
DARK

Live from the 'Dark Side', transdimensional traveller

NORMAL WORLD MAP



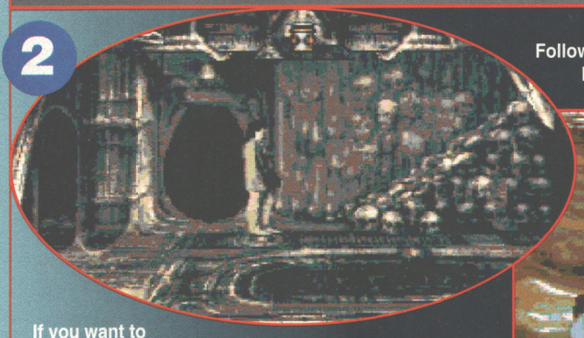
DARK WORLD MAP



1

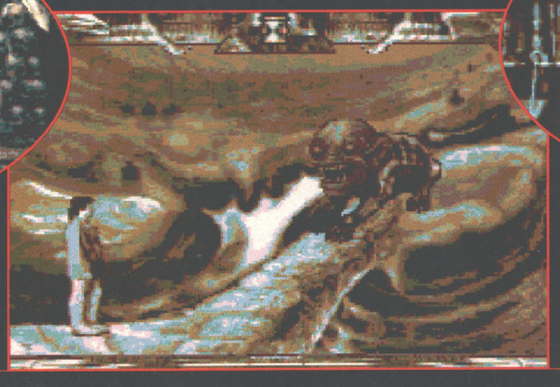
Return to your house and go round the back to the garage. At 6.00 Delbert appears – give him the Scotch, and he'll leave. This gives you a chance to grab the stick which the dog left behind.

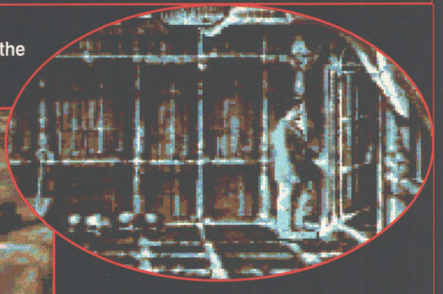
2



If you want to avoid Mike's early death the next few sections should be done as quickly as possible. Enter the house and use the mirror again, then take the first door on the right and then the door that the lever opened.

Follow the road on your right until you meet Dark Fido, the Bridge Guardian. Throw the stick into the abyss.



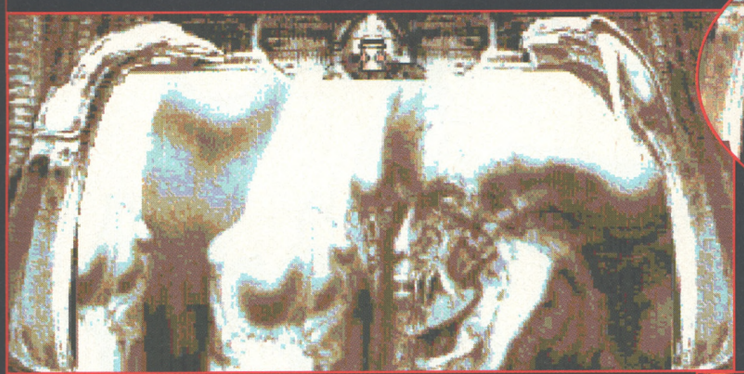


Now continue right until you reach the other world's equivalent of a police station. Once in jail, grab the items that you left under the pillow in the other world, and keep using the bobby pin on the door until it opens.

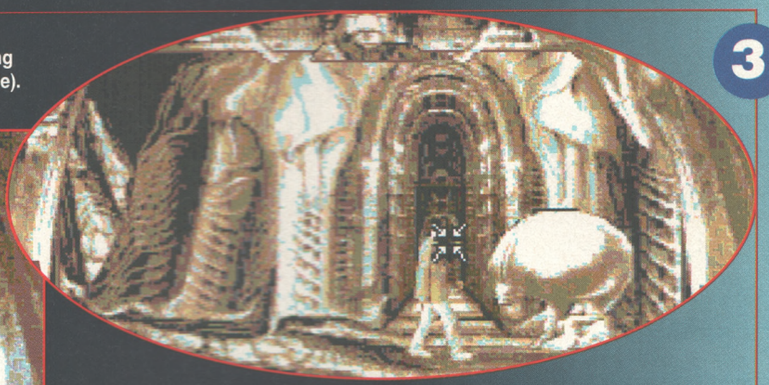
KSEED

Joe Humphries presents part two of the alien solution.

When you meet Sargo, swap your bobby pin for his headband. Exit the building and continue right, past the Drekketh guard (the headband makes you invisible). Once past the guard enter the Archives to meet the Keeper of the Scrolls.



3

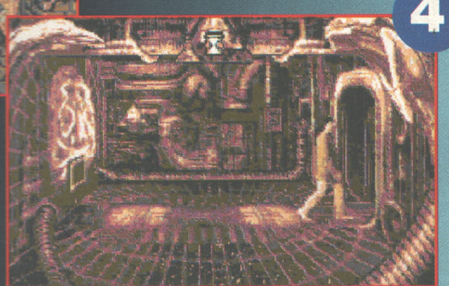


Activate the machine to get the microfiche. Now run back to the normal world as quickly as possible to get Mike to bed. And that's the end of Day Two.

Start Day Three with a shower and an aspirin as usual – Mike needs to be on top form today. Wait for a package delivery arranged by the Keeper of the Scrolls. Take the object that you find inside. Head back into town via the back exit and into the library. Once inside, go to the periodicals room and use the microfiche.

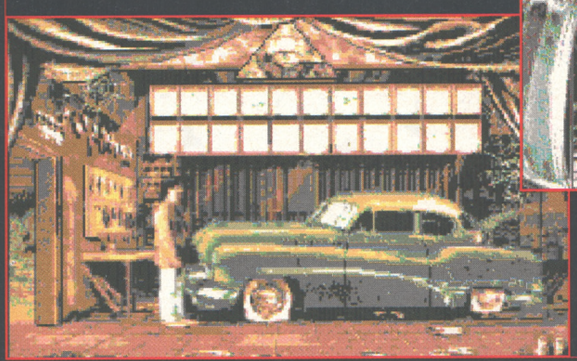
Now you know about the loose stone head back home again (on the way, pick up another bottle of Scotch) enter the house from the rear, and head to the cellar. Take the stone and look again to find the car keys.

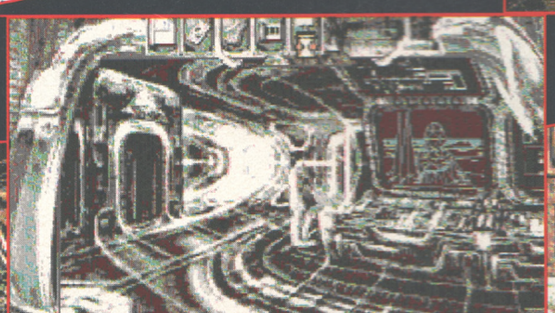
4



Go back to the other side and go to the Nexus (see map). Energise the stone from the cellar and then use it on the handle to make a hammer.

Return back to the normal world and go to the garage at the back of the house. Pour the Scotch into the gas tank, get into the car and use the keys in the ignition.





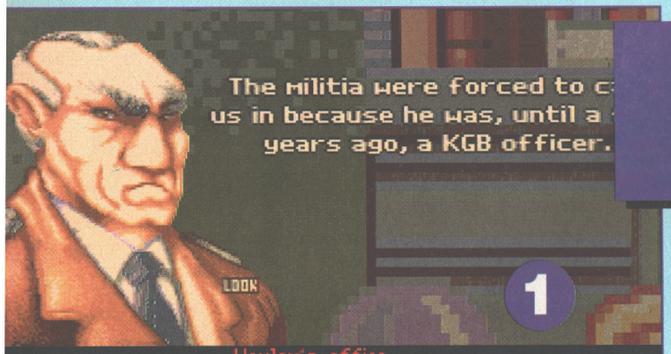
Once back on Earth again use that large hammer on the non-reflective mirror... The End! ●

5

Cross the portal one last time and enter the spacecraft (see map). Use the gloves again on the lever to start the lift-off sequence, then quickly run outside.

Secrets of the Soviet Secret Service adventure – revealed! I'll have a Department P, please, Comrade.

KGB



1 The game begins on your first day with Department P. Your superior, Major Vovlov, sends you to check the office of Golitsin, a private detective who has been murdered by persons unknown (by Galushkin's people, in fact... Golitsin was getting too nosey). You are told that the only reason Department P are interested in the affair is because Golitsin was once a KGB officer and any possibility of KGB involvement in his death must be looked into for form's sake.

2 You can go to Golitsin's office directly or check out your Uncle Vanya's sparsely-furnished apartment on the way.

Golitsin's apartment

3 To get to Golitsin's, show your ID to the militia man, then go into the office. Inspect the drawer, go back out and ask the militia man for the key to the drawer. Go back in, open the drawer and take the matches from the desk. When everything has been inspected (or when you decide to leave), Golitsin's sister, Irina, arrives. Be very nice or very nasty in your questioning. Then tell her to go and she'll hand you an audio cassette.

4 To listen to the cassette: take the set of batteries from the radio and put them into the recorder. Then put the cassette into the recorder... you'll hear what's on the tape. Now you can leave, but don't forget the cassette and the matches.

Remember to stop by at Uncle Vanya's and pick up the American dollars in the drawer in your bedroom before returning to Department P.

Back at Department P

5 At Department P, tell Vovlov you listened to the cassette. The recording points to the Enthusiastic Progress Club, clearly an underworld hangout. Your mission is to investigate the club and uncover the identity of 'Hollywood' and the nature of his activities.

The club

6 The club is part of a building which also contains a bar, a meat shop and a number of apartments. Inside the bar itself, avoid mentioning 'Hollywood' or 'Buyer 2' to the elegant client (he's Romeo, one of the gangsters). If you talk to the barman, Yuri, he'll tell you that the club is upstairs and, if questioned about 'Hollywood' or 'Buyer 2', he'll advise you to try the apartment-dwellers.

7 You'll have to enter the door in the side-street which is just round the corner from the bar front, and then go upstairs. Avoid turning on the lights – use your box of matches to see by. Inspect the place and then take the clipboard before going back to the street.

The apartments

A sign at the bottom of the stairs in the hallway at the back of the building directs you to the caretaker's apartment, number seven upstairs, for all inquiries. If you choose to ignore this hint, you can visit the apartments and speak to all of the people who live in them. This solution will work but is longer and more difficult since, if you decide not to visit the caretaker's apartment, the other apartment-dwellers can eventually get fed up with you and refuse to talk to you ever again. The thing to do is to find the beginning of the adventure's thread and start pulling. And the beginning of this metaphorical thread is the current occupant of the caretaker's apartment – number seven.

8 Zhanna, living in what used to be the caretaker's apartment, will invite you in if you say you're carrying out an opinion poll and if you have the clipboard as proof of your identity. Once inside, you should quickly point out that you are not in fact a pollster but are looking for some criminals and that you couldn't say anything in the hallway. Avoid being insulting or heavy-handed (do not mention the KGB, the militia, or private detectives). Zhanna will then point you to Belussov, in apartment five.

identity. Once inside, you should quickly point out that you are not in fact a pollster but are looking for some criminals and that you couldn't say anything in the hallway. Avoid being insulting or heavy-handed (do not mention the KGB, the militia, or private detectives). Zhanna will then point you to Belussov, in apartment five.

Talk to Belussov about Lefortovo prison. He'll direct you to Rhyumin, in apartment four. Talk to Rhyumin about Wrangel island. He'll tell you about the meat shop and its manager – Sytenko of apartment six. This information is not enough to corner Sytenko but justifies your breaking into his shop. In order to do so, you will need a lockpick. You can get this by visiting the club.

Inside the club

9 The easiest way into the club is the back way, from the landing where the upstairs apartments are located. Do not enter the club with the clipboard: it belongs to the club manager and he won't take kindly to you having it in your possession.

To gain admittance, you'll have to pay the manager $30 (taken from the drawer in your bedroom at Uncle Vanya's). Once inside the club, avoid taking the hidden dollars from the toilet. Instead, wait for the punk to visit and leave the toilet, then slip in and take the cocaine from the trashcan. Flush the cocaine down the toilet.

10 Avoid talking about 'Hollywood' or 'Buyer 2' to the people in the club. Talk to a character called Video who is by himself. If you buy his video cassette he'll give you a tip – "Don't mess around with the twins, they're part of a very dangerous gang that hangs around the club." Video will say that the other people in the club are harmless, except for the two punks who specialise in muggings.

11 The punks, Petka and Lyonka, will attempt to lure you outside, no matter what you say you are looking for. Go with them. Once you're in the street behind the building, attack Lyonka (the big one). He's got a lockpick on him. Take it, then put his body in the nearby dustbin.

The meat shop

12 Armed with the lockpick, you can enter the meat shop by its side door. Go through the first room and into the shop. Use your matches to see. Inspect the counter and switch on the red diode. Go into the cold-room, switch on the light and inspect what's hanging from the meathooks. These dead bodies are what you need to make the butcher, Sytenko, start talking. Before leaving the meat shop, remember to light a match and switch the diode back off.

13 When you've forced the butcher to spill the beans *(Surely that should be the grocer? – Ed)*, wait until the old lady, Yevdokia Chevchenkova, leaves her apartment, number eight, and goes out to feed the local stray cats. Then break into her apartment – it's Verto's hideout. He's the bad guy in this chapter.

Inside Verto's apartment

14 Go into the studio, take the video cassettes and watch them on the VCR. No matter what you do next Verto and his boys come in and catch you. You are placed in a small cell. Inspect the table and crush the microphone.

15 Don't give any information to the girl Rita, but when the American joins you avoid any urge to harm her. When you hear the muffled sound of a conversation from the living room, listen at the door.

Show the smashed microphone to the American. This will convince him that you're not another plant. Inspect the plastic alarm box and tell him it could be connected to the meat shop. Encourage the American to set off the alarm – this will get Verto out of the way. Tell the girl that you know where the cocaine is because you took it. Promise to take her to it and, when she opens the door, attack her.

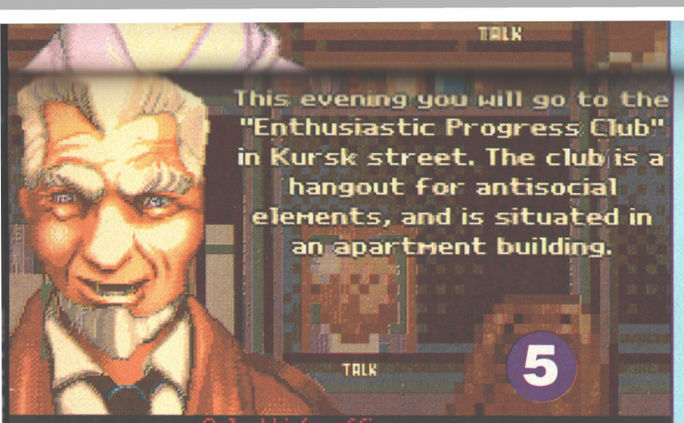
16 Let the American leave and then take all the objects from the living-room drawer. Go into the studio and take everything, including the Polaroid camera. Use the camera on the blank white piece of paper and inspect the resulting photograph. Return the piece of blank paper to the drawer in the living room.

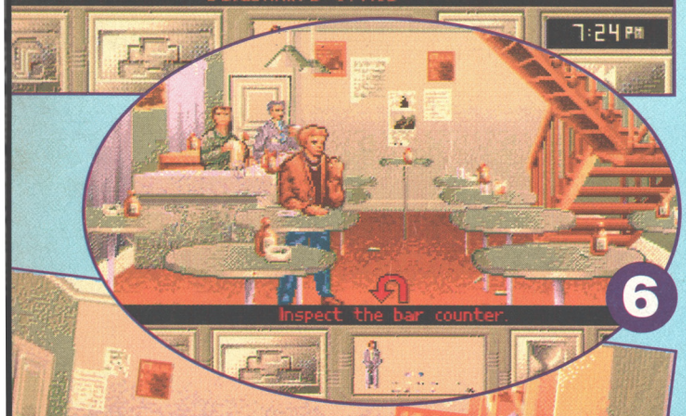
Wait for Verto to return and when he gets to the door, hide yourself behind it. When Verto comes in, attack him immediately. Inspect the unconscious Verto and take the blue piece of paper. Use the camera on it, inspect the resulting photo, and put the blue bit of paper near Verto. Leave and return to Department P.

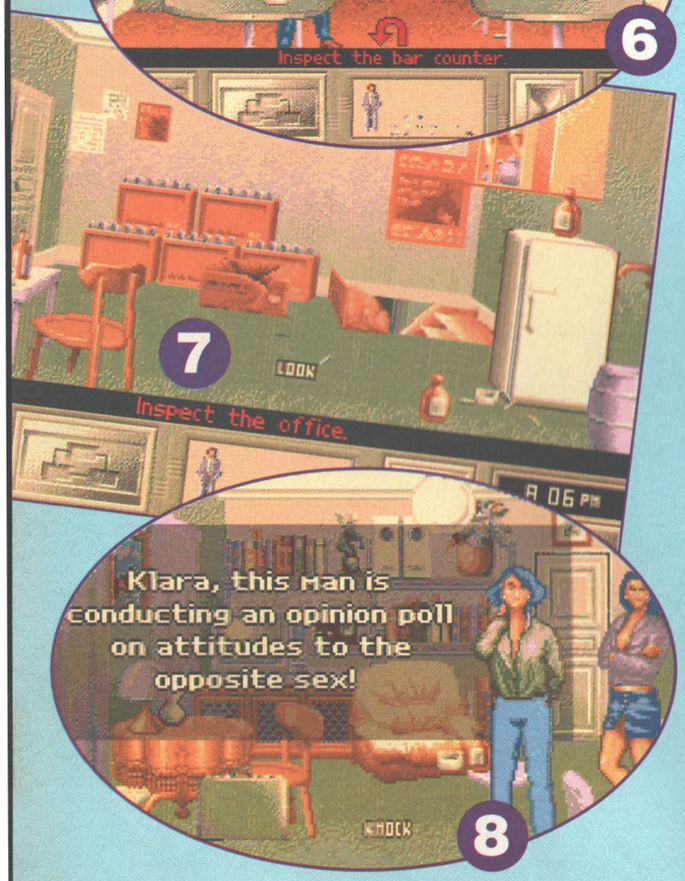
Back at KGB headquarters

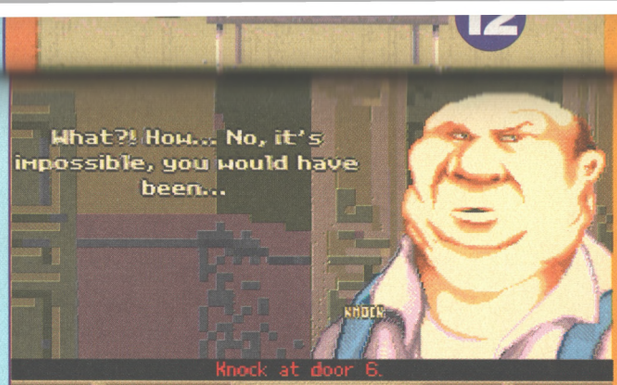
Tell Galushkin that you intend to go to Leningrad in order to be at Lagoda Park at 3pm on the 16th of August, 1991.

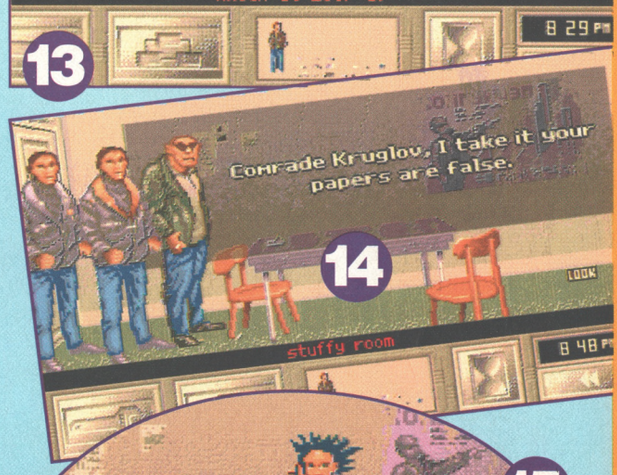
You're then senf off to Leningrad for the next part of the game. ●











LEGENDS

They say discretion is the better part of valour – but there are other good bits, if

First level tasks

You'll need to get to the top of four of the nine guilds to finish the game. To help you get started, here are the first level tasks for four of the guilds, representing one from each type.

1. Men At Arms

You're told to fetch a bronze helmet from the Armoury, and you're given the codeword 'blueboar'. You'll find a message for 'blueboar' at the Armoury directing you to the Charterhouse. The Charterhouse is a building south of the castle gates, and you'll find the helmet upstairs.

2. Asegeir

You must recover the missing potion of judgement. Ask someone "What is the potion of judgement?" (a good first step, that) and they will tell you about Greyfell the Anarchist who stole the potion and was subsequently committed to the asylum. You'll find the potion in a cell in the asylum's garden, just north of the Mercenaries' Guild.

3. Thieves

Steal the collection bowl from the Temple of Set. This is easy enough – the Temple of Set is the large square building to the extreme north of the town. Just, er, walk in and take the bowl.

4. Set

Collect the holy orb from the jeweller's behind the Jug of Ale. On entering the jeweller's, the orb is through the door on the left and in a downstairs room. The guard on the left-hand door will keep arresting you for attempted robbery, but you can avoid him by keeping your eyes to the wall as you go through the room. Alternatively, try and find the secret entrance to the downstairs area which is to the south-east of the jeweller's.

Magic Items

There are three main special magic items. One of them, the Amulet of Defence, is very difficult to find, and you don't need it until you reach the end of the game. The other two are both handy and convenient. The Seven League boots give you turbo-speed when running, and they can be found in the room just to the south of the East Gate (where the game starts). The Gauntlets of Power are upstairs in the Armoury.

The Thieves' Guild

The Thieves' Guild is the large building to the west of Olaf's Emporium. There are two ways to enter the Thieves' Guild building. The first is through the window, but this is only available if you're already a second level thief or above. The second is to go through the back door of the Snakes Inn (opposite the South Wall), downstairs and to the end of the passage. Turn right, and then immediately right again. Follow the passage until you come to two doors. Go through the door to the right, walk through the drinking fountain, then follow the windy passage until you reach the stairs. The Guild is upstairs.

✪ Combat Data

Here's the complete lowdown on the monsters and enemies you'll encounter in the game. The strength relates to how hard they hit you, and the difficulty shows how hard it is to kill them.

Character	Attack Rate	Strength	Difficulty	Best Hit Type
Militia	Fast	Very strong	Average	Thrust
Male	Average	Average	Average	Thrust
Vampire	Average	Strong	Hard	Thrust
Dwarf	Fast	Average	Average	Slash
Monk	Average	Average	Average	Thrust
Female	Slow	Weak	Average	Slash
Werewolf	Average	Strong	Hard	Thrust
Troll	Average	Strong	Hard	Thrust
Goblin	Average	Weak	Easy	Slash
Satyr	Average	Weak	Average	Slash
Cyclops	Average	Strong	Hard	Crush
Minotaur	Average	Strong	Average	Slash
Gorgon	Average	Strong	Very hard	Slash
Spider	Average	Weak	Easy	Crush
Bat	Average	Average	Average	Slash
Lizardman	Average	Strong	Very hard	Crush
Zombie	Average	Average	Hard	Slash
Dragon	Average	Strong	Extra hard	Thrust
Ghost	Average	Weak	Very hard	Any
Acolyte	Average	Average	Average	Slash
Lamia	Average	Instant death	Very hard	Slash
Mummy	Average	Average	Very hard	Any
Bear	Slow	Strong	Hard	Thrust

If you hit a character at the same time as they hit you then no hit points are taken off either side. The autocombat option works very well, so use it if you can't commit this table to memory.

✪ Shop Prices

For the best bargains you need to shop around. Or rather you don't, with the help of this very handy chart we've prepared for you. Each column gives the buying price/selling price.

	Gems	Spices	Pigments	Ore	Hide	Tar
Customs House	10/11	3/4	5/6	8/9	15/16	12/13
Thora's	10/10	3/3	5/5	4/4	15/15	12/12
Prison Stores	8/9	1/2	4/5	7/8	13/14	10/11
Dirty Daglish's	8/9	1/2	2/2	7/8	13/14	10/11
Ship's Chandlers	8/9	1/2	4/5	8/9	13/14	10/11
Olaf's Emporium	10/11	3/4	5/6	7/8	15/16	11/12
Pawnbrokers	10/12	3/5	5/7	8/10	15/18	12/15
Copestake's	10/12	3/5	4/6	8/10	15/17	12/14
Potch's	10/11	3/4	5/6	8/9	15/16	12/13
Hotch's	14/15	5/6	7/8	10/11	17/18	14/15
Mercenaries	11/12	3/4	4/5	8/9	14/15	13/14
Downend's	7/8	2/3	3/4	6/7	12/13	10/11
Armoury	12/13	5/6	7/8	10/11	17/18	14/15
Skiolds	11/12	3/4	5/6	8/9	15/16	13/14
Drysdale's	14/15	5/6	7/8	10/11	17/18	12/13

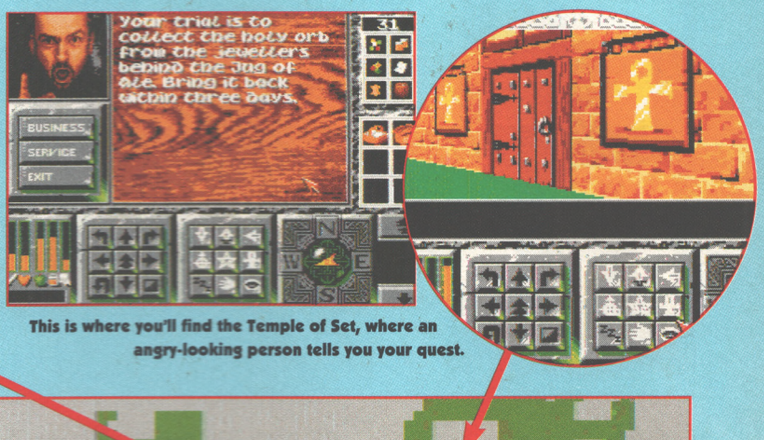
Inside the Temple of Set, and this is the collection bowl you need to steal to become a Beggar, which is the lowest grade in the Thieves' Guild. Then you can start collecting your wages.

The back entrance of the Snakes Inn is the best (and only, if you haven't been before) way to get to the Thieves' Guild HQ.

OF VALOUR

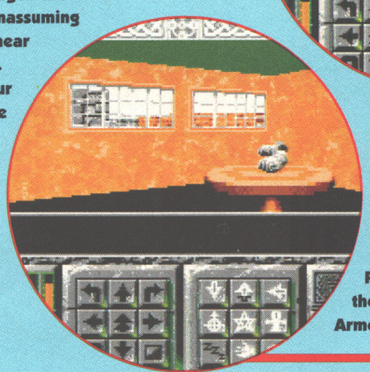
you know where to find them. Tim Tucker shows you around this brave new world.

To become a 'Grunt' in the Men At Arms Guild you need to retrieve this helmet from the Armoury. Not sure why, but there you go.

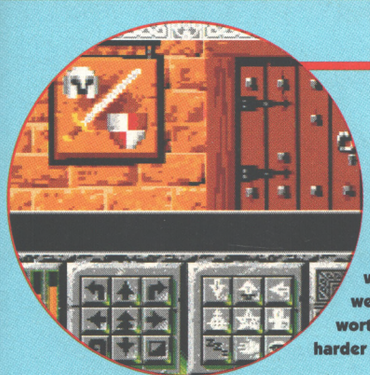


This is where you'll find the Temple of Set, where an angry-looking person tells you your quest.

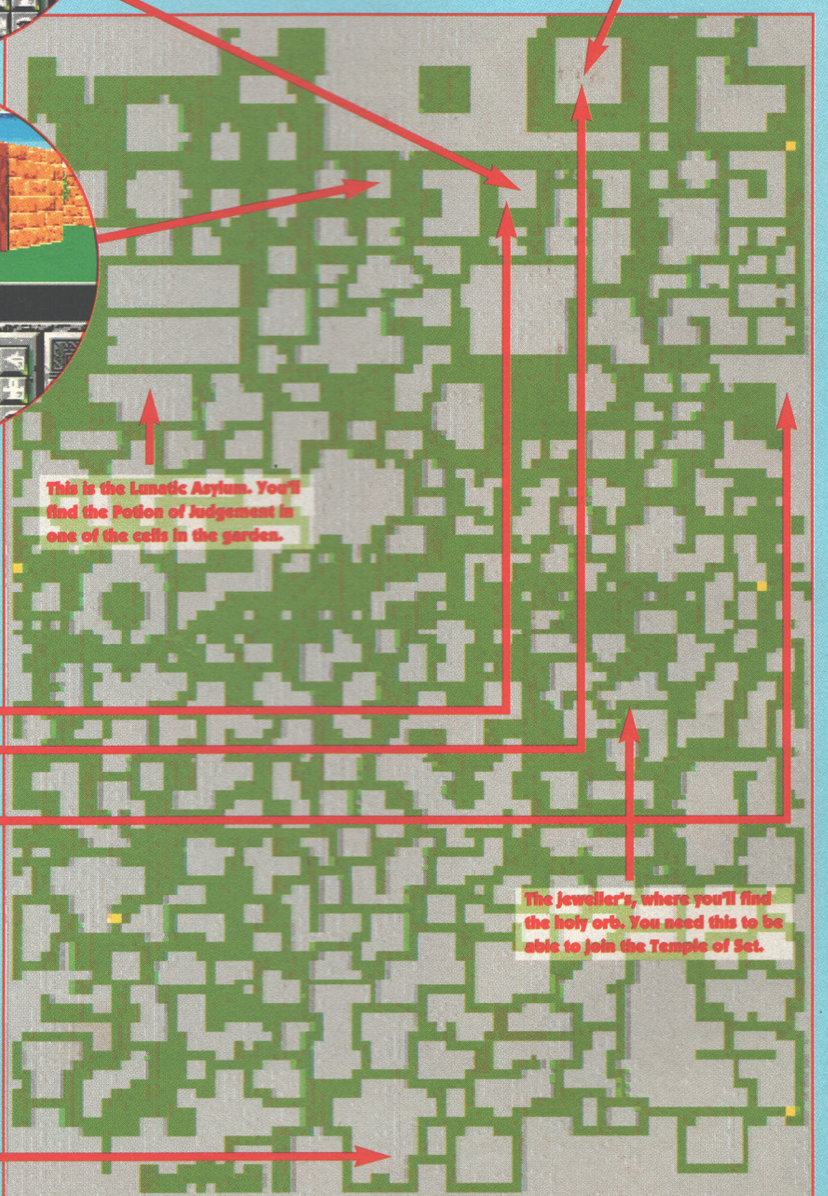
Above: The Asegeir are found in this unassuming little building near the North Wall. Once given your quest, you have the option of asking people "What is the potion of judgement?", which you should do.



Just one of the magic items to be found in the game, these are the Gauntlets of Power, and they're in the Armoury.



The Men At Arms Guild is to be found here. As well as gaining entrance to the Guild, being given your first quest and collecting your wages, it also offers you various services. The weapons training is certainly worth going for as you'll be a lot harder in a fight after it.

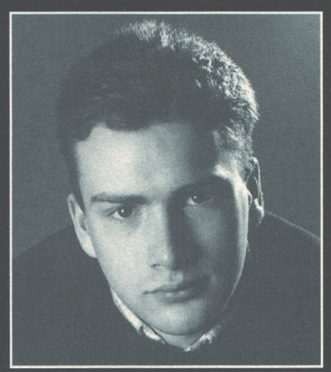


ABYSMAL?

Then you need...

THE LAST RESORT

with Jonathan Davies



Game-playing skills up the spout? Worried you might be about to break something valuable and difficult to replace? Jonathan Davies can't promise anything, but...

The Last Resort is like... well, it's like this: You're stuck in a game. You've read the instructions eight times, you've paced up and down the room for a good hour or two, you've stared intently at your joystick in the hope that it might be at fault rather than you, but all to no avail. So you jot down a brief description of your problem and send it to me. If I can't help, there's bound to be somebody out there who can.

SHADOW OF THE BEAST 2

Q "I've got almost all the way through the game, but for a few things. I've been into the Goblin's dungeon and escaped with everything intact, and I've then gone to the old man and exchanged the ring and parchment for the spell. I've also got 36 gold coins, which I believe is the required amount, but I can't seem to find the ride to get across the water. I think it's something to do with a snail."
David Jennings, Weymouth

A It's a snail alright, and you'll find him by getting sucked down a whirlpool. Once you're down there go right, fall down, keep going right (picking up the

CASES CLOSED

The vast collective intelligence of AMIGA POWER readers proves its braininess once more...

ZAK McKRACKEN

Q Haydn Mullineux was trying to lift the floorboards in his bedroom.

A "What you need is the monkey wrench from the toolbox that you can buy in the shop."
Christopher Raynard, Bristol

PLAN 9 FROM OUTER SPACE

Q A Phips of Liskard was wondering how to open the safe at the bank, and how to get a pilot's licence.

A "You first need the credit card, which is found at the study and obtained by pushing the stag's head. Then go to the mall, get into the lift, go to floor two, and buy and examine the mask. You should then get a key and a note. Now go to the bank, examine the credit card and give the key to the teller. She'll give you a choice of numbers, including the one on the card, which is '350143'. You'll then be shown to the vault.

"To get the pilot's licence you need to use the passport with the photocopier in the hardware shop. Then buy a ticket to Rio. Go to the airport and give the ticket to the woman on board the plane. On the plane, go to the cockpit and talk to the pilots. Remember the name given. At Rio, look at the register of room numbers and take room 21. Examine the top of the cupboard by the lamp and you'll find the pilot ID. Use the photo with the ID and the rest is up to you."
Alison Cobley, Bradninch

CAPTAIN PLANET

Q S Barnes of Preston had come adrift on the water level.

A "When you've got a can, search around the water until you find a conveyor belt. Get above the belt and then lower yourself so the can is a little bit above the belt. Let the can go and it will go along the conveyor belt and get crunched up. Repeat this with all the other cans."
Jos Evans, Tunbridge Wells

ZOOL

Q Nicholas Hall couldn't kill the guitar boss in this ant-free arcader.

A "Stay to the far left, jumping on the strummers while dodging the guitar and electric bolts. When his eye opens, shoot it. Then simply repeat this process until he dies."
Robert Stevenson, Level 6

EYE OF THE BEHOLDER 2

Q Anon of Edgerton couldn't get past a green shield.

A "To break the shield you must smash it using the +2 crystal hammer which is to be found on the final level of the Silver Tower."
DG, Rotherham

LEISURE SUIT LARRY 2

Q James Taylor of Wareham was having problems getting into the elevator at the top of the volcano on the tropical island.

A "You should already have the matches from the Tropicana resort guest room, the hair rejuvenator from the airport barber shop and the airsickness bag from the aeroplane seat back pocket. When you're by the elevator door, walk north past it very near the crevice, and then 'put the airsick bag in the rejuvenator'. 'Light the airsick bag with matches', and then 'throw the rejuvenator into the crevice'. The elevator door will then open."
Keith Morton, Plymouth

ALIEN BREED '92

Q M Landfield of Metferell couldn't finish level eight.

A "The problem is that 'M' has version one of the game, which has a bug in it. This can be corrected with a file on issue 42 of Amiga Format's coverdisk. Alternatively, the code PPEAB will take you to level ten."
Alexander Thomas, Dorchester

horn on the way), go down the rope and jump to the right. Ask the snail about 'Karamoon' and off you go.

LEISURE SUIT LARRY

Q "How do you get the pill bottle from the window-ledge of Lefty's Bar?"
Matt Tibbles, Rickmansworth

A Apparently you've got to stand on the fire escape outside the bar, tie one end of the ribbon to the railing and the other to Larry, swing over to the window and smash it with the hammer.

THE SIMPSONS

Q "On level one, how do you reach the purple bird on top of the statue by the skateboards, and how do you spray the windows in the retirement home? Also, are you meant to spray the can of paint above the Candy Most Dandy shop, and what is the round thing outside the shop?"
A Simp's son, Barnet

A Both the bird and the windows want taking care of with rockets, which you'll find inside the shops. You get the can of paint by standing on the round thing, which turns out to be a rubber ball and will then bounce up and hit the paint.

THE SECRET OF MONKEY ISLAND

Q "I can't get past the rat on LeChuck's ship. I tried to get the grog from the sleeping sailor, but I can't manage that."
Leys Pieter, Belgium

A To get the sailor to let go of the grog you'll need to tickle his feet with the ghost feather from the livestock room. Then use the grog to get past the rats.

WIZKID

Q "I can only get seven kittens, and that's not enough. Any tips?"
Elaine, Polegate

A This was covered pretty thoroughly in Cases Closed in AP 23. I would suggest you search out a back issue for further enlightenment.

JAMES POND

Q "Could you tell me if there is an infinite lives cheat? I've got as far as level four, but at the beginning of level five I keep getting killed."
Connie Graham, Carlisle

A There is a cheat mode, and it's activated by typing 'JUNKYARD'. You'll then be able to press different keys to do different things – C skips a level, for example, and D unlocks all the doors. There's probably one that does infinite lives in there somewhere.

ALIEN BREED

Q "Are there any cheats for either the original game or the *Special Edition '92* version? I can't get past the second level on either."
Anthony Hughes, Cardiff

A On the original game, try putting Caps Lock on and typing 'BEWARE ALIENS'. On the *Special Edition*, try typing 'I WANT FISH' into one of the Intek computers. If you then press F9 when you're back in the main game, this will toggle the collision detection on and off, giving you the very useful ability of being able to walk through walls.

CLI

Q "How come on *CLI* you can get a horizontally and vertically flipped question mark?"
Robert Davies, Walsall

A I'm afraid I haven't the faintest idea what you're talking about (though I do have a horrible feeling that you've written to completely the wrong magazine). In fact, I probably wouldn't have printed your letter at all if you hadn't begun it 'Dear Sire'.

LOOSE ENDS

Everyone has their faults, and mine generally become apparent when it comes to answering tricky questions on Amiga games. The shameful evidence is right here before your eyes.

Q "I can't get past the guardian on level 3-3 of ZOOL – the banana and the clock."
Tristan Mullet, Bristol

Q "On SPELLBOUND DIZZY, how do you get past the Beast's Lair? And what are the Shamrock, the Megaphone, the Human Bones and the Pepper Pot for?"
James Bachellier (aged 9), Paignton

Q "I'm stuck in a room on level two of LEGEND's Fagranc. The room has a tomb beside it and spikes that don't allow me to pass. There is a pillar with a sign that reads: 'A stone by an Alter blue will break my ward to let you through'. Where is this stone so I can continue?"
Marco Halper, Belgium

Q "How do you complete the second level of ASSASSIN?"
Paul Kirkwood, Fife

Q "I'm stuck on SEYMOUR GOES TO HOLLYWOOD. I've got the key to Dirk's office, but I don't know where to find the object which opens the safe."
William Haycock, Guildford

Q "I wish to find out how to get out of the castle on ULTIMA 6."
James McLagh, Redcar

Q "I'm stuck at the river bit on level four of SHADOW WARRIORS."
I Neil, Longniddry

Q "On EYE OF THE BEHOLDER, on level two, how do I get past the writing on the wall saying 'Only the strong shall pass'?"
James Bessant, Wareham

Q "And how do you kill the spiders on level four?"
Anon, Dorchester

Q "On screen two of SPACE ACE, I can't get past the floating robot. Can anyone out there help me?"
Clive Stevenson, Kilkeel

Q "In PLAN 9 FROM OUTER SPACE, any clues on getting the reel of film out of the cave in Rio without getting killed by the bats?"
Alison Cobley, Bradninch

Q "In FUTURE WARS, can anyone tell me how to get into the boss's office, or where the secret passage is?"
Alison Cobley, Bradninch

Q "I've come to a halt on LEGEND. I need to know what name to call to get into the Dark Tower."
James Bessant, Wareham

Q "I'm stuck in ZAK McKRACKEN AND THE ALIEN MINDBENDERS. I've found Annie, the blue crystal and the white crystal but I need the other half of the yellow crystal. I also need the picture to draw on the sphinx's leg."
Philip Colvin, Poole

Q "How do you kill the shadows which appear at the end of level three of FIRST SAMURAI?"
Anon, Dorchester

Q "And how do you kill the skeleton dressed in army clothes?"
Anon, Again

Q "On GLADIATORS, how do I get past the flying arrows stage?"
Michael Hall (aged 12), Pen-y-Ffordd

Q "In GARFIELD, where can I find the key to Arlene's cage? And what are you supposed to do with the lasagne pan, the coffee cup, the newspaper and the food dishes?"
Michael Hall (aged 12), Pen-y-Ffordd

Q "How do you get out of the Stuppy Room in KGB?"
Robert Fitzpatrick, Glasgow

Q "On BAT 2, I've robbed the Massaglia Bank, and got the papers and Massaglia's deeds and credit cards, but what do I do now?"
Matt Graham, Taunton

Q "I need someone to help me with WIZKID. I know that you need the Spiked Cola to make Latin the Clown drunk on level five to complete it. I also know that the Spiked Cola is in the ladies' loo down the well on level one, but how do you get out of the well? Secondly, is there any quick way to get the match, the cross, the shovel and the rubies from Latin the Clown?"
Daniel Brewer, Broadstairs

Q "I'm stuck in EXILE, trying to supply two chromium rocks to blast open the Western Door."
David Newing, Victoria, Australia

Q "I'm stuck in the castle in INDIANA JONES AND THE LAST CRUSADE. I can't win any fights against the guards."
Barry Tomlinson, Farnham

Q "I'm stuck on level five of THE SIMPSONS. I've managed to collect all the goals except for one. I put them all in the reactor and travelled all over the plant. Please help me – I've been stuck for six months."
Claude Licari, Malta

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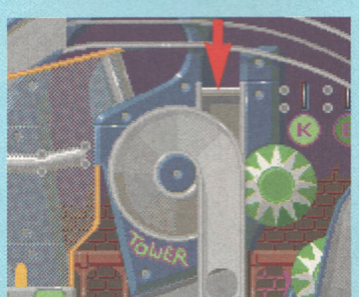
PINBALL FANTASIES

Q "Where can I find the entrance to the tower? I can open it but I can't find the entrance."
Michael Hall (aged 12), Pen-y-Ffordd



The entrance to the tower? That's it there – the thing that looks like a tower entrance.

A Don't worry Michael, we've found it for you. Check out the screenshot on the left – it was there all along.

GRAHAM TAYLOR'S SOCCER CHALLENGE

Q "Shortly after the start of a season, I find that my players' ability ratings drop off alarmingly."
James Wylie, On the Terraces

A Loads of people keep writing in about this. Just like the real thing, performance on the pitch is really all down to training. You need to do *masses* of it – every day leading up to a match (although give it a miss on the day after.) Vary your training patterns, too – do set piece training on the day before a match, and other things on other days. ●

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So, we've got a big bag filled to overflowing with lush and gorge freebies. Namely:

- ☆ Ten mugs *(NOT with Stuart's name on. – Ed)*
- ☆ Ten T-Shirts
- ☆ Ten sets of 12 badges
- ☆ Ten copies of *Lemmings 2*, each one signed by a different lemming
- ☆ Ten sets of cut-outs
- ☆ Ten sets of posters
- ☆ Ten signed copies of *Lemmings* – The Record by SFX. (A great dance record that'll be hurtling chartwards any day now, pop-pickers.)

THE COMPETITION BIT

So, ten of you lucky blighters could win a whole sack of great things and all you have to do is write a good limerick about *Lemmings*. There are no hard and fast rules: as long as you follow the five-line limerick pattern you're in with a chance, so get rhyming!

RULES & REGULATIONS

- Anyone who works for Future Publishing or Psygnosis can just keep away from this compo. (They've all got tons of *Lemmings* goodies anyway.)
- The 31st of May 1993 – that's the closing date, that is.
- Linda has the absolute last say – so no arguing.

Send your entries to: 'More *Lemmings 2* merchandise than you can shake the official *Lemmings 2* shaking stick at', AMIGA POWER, 29 Monmouth Street, Bath, Avon BA1 2DL.

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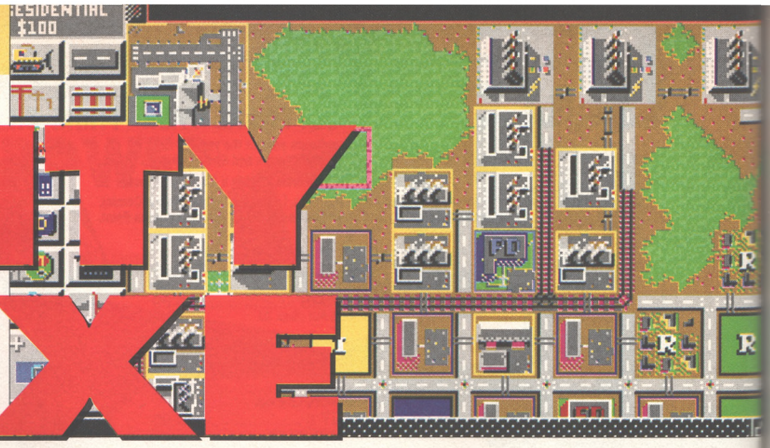


Is it more building excitement or just Ripoffsville, Arizona?

The 'Godzilla attacks Tokyo' feature always seemed a little out of place to me.

Game: Sim City Deluxe
Publisher: Infogrames
Authors: Maxis
Price: £29.99
Release: Out now

Things You Didn't Already Know About *Sim City*, Number One: Er, it's an anagram of Tim Yics. Let's forget about Numbers 2-100, shall we? The fact is, EVERYBODY know about *Sim City*. Even if you hadn't heard of it previously, it was in the All-Time Top One Hundred back on page 53, so you have now. The only further info you need from this review is that *Sim City Deluxe* includes the original game plus the *Terrain Editor* disk and the *Architecture 1* set which were both reviewed back in issue 16, and which enabled you to alter the graphical style of the game or change the layout of the ground where you build your city. So let's talk about something else. Let's talk about fizzy drinks.

Caffeine-Free Diet Coke – just what is the bloody point? There are two things you drink cola for, right? One is energy and a quick sugar boost, so taking the sugar out is obviously a stupid idea. The other is a caffeine fix when it's a hot summer's day or you don't want to drink anything as revolting as coffee in the first place, so why take the caffeine out? Caffeine-free diet cola tastes like someone took a mouthful of muddy river water with syrup in it, swilled it around their mouth and spat it back into a tin, so there can't be any aesthetic reason for drinking it, either. So why does it exist? What does it tell us about our society? I'll tell you what it tells us – it tells us that we're a bunch of pathetic losers so utterly suckered by aspirational advertising ("Drink this and you needn't be a sad empty nobody any longer! You too can have a gleaming, shiny smile like these dreamy all-American teens – because all your real teeth will have fallen out and you'll have a set of lovely porcelain ones") that we'll even drink something with all its Coke-type properties taken out, as long as it's still called 'Coke'. I mean, the last bastion of cola-boy hipness is swigging the dark, enigmatic black stuff out of *that* bottle, so what have they done now? Clear cola. Jesus. Yeah, guzzling a can of Tab's really going to make the girls think you're James Dean. What's the matter with people? Why can't they do ANYTHING properly? And that, in the most ludicrously tangential way yet, brings me back to *Sim City Deluxe*.

"Why can't they do ANYTHING properly?"

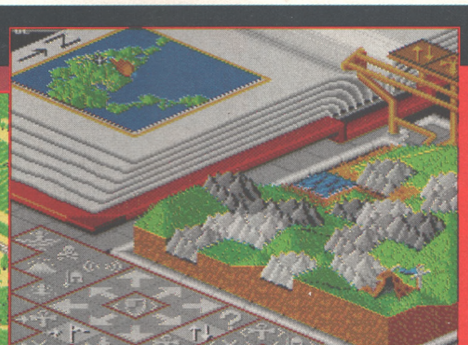
Ooh, it's a whole new look. It's still just the same game, though.

SIm City is now, what, four years old? Maybe more. Artistically it looks, as you might expect, a little shabby. The god sim genre it spawned has thrown up countless imitations, most recently lovely-looking, compelling epics like *A-Train*. If you were going to re-release *Sim City* today at the same price as the competition, you'd really want to pull out all the stops to give it a chance in a tough market, wouldn't you? I reckon, for a start, you'd want to include every single data disk supplement that anybody'd ever written for it. So bundling the £30 *Sim City Deluxe* with the novel-but-next-to-useless *Terrain Editor* and JUST ONE of the two extra *Architecture* disks must surely be one of the most pathetic examples of penny-pinching stinginess even this mean-minded industry's ever seen. (Don't worry, though – there's a special offer in the box allowing you to buy *Architecture 2* at a reduced price! Gee, thanks, Infogrames!) But hey, isn't the world just like that? Don't be without *Sim City*, but search the bargain bins of your local software shops for a year before you buy this particular version. Death to corporate accountants.

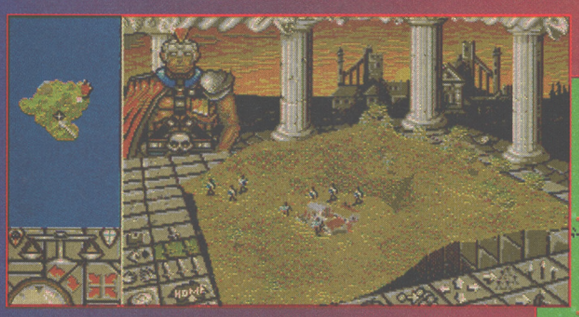
● *STUART CAMPBELL*

SIM SIM CITY

Sim City's still the original and best, but it's worth checking out a few of its not-so-pale imitators. ***A-Train*** (right), from the same creators, is pretty much ***Sim City '93***, except without any roads and with a fairly serious speed problem. Shame.



The original *Populous* (above) by Bullfrog is still a good few people's favourite Amiga game ever, and has recently been converted to (honest) the Nintendo Game Boy. Limited, but great fun.



Powermonger (above) is a sort of wargame *Populous*, while *Railroad Tycoon* (right) is an older, cruder version of *A-Train*.

UPPERS *Sim City* is, simply, one of the best games in the world.

DOWNERS But it would have been nice to see a 'Deluxe' version do something other than re-release the original with these two extras disks for £30. Surely at that price, Infogrames could have pushed the boat out and at least included both *Architecture* disks, no?

THE BOTTOM LINE

Quibble, quibble, quibble. If somehow you haven't already got a copy of *Sim City*, correct your mistake at once, even if that means forking out for this frankly over-priced tart-up job. *Sim City* is Software Heaven, but this is a Hellish rip-off.

BOTTOM LINE

A1200 This shouldn't give you any problems, but no extras.

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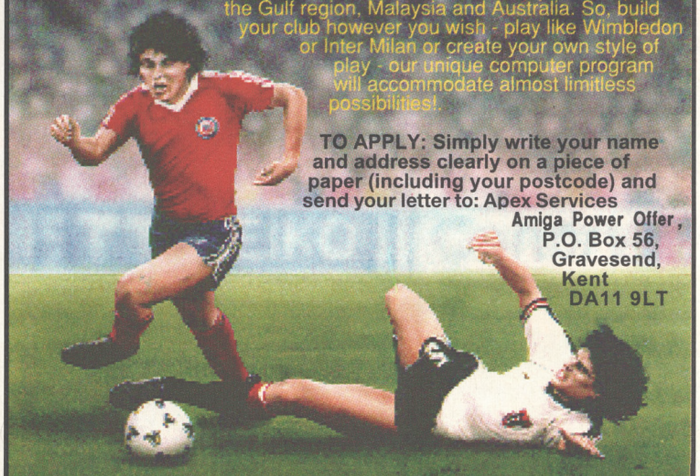

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NIGEL MANSELL

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Author: Damien Hibbard
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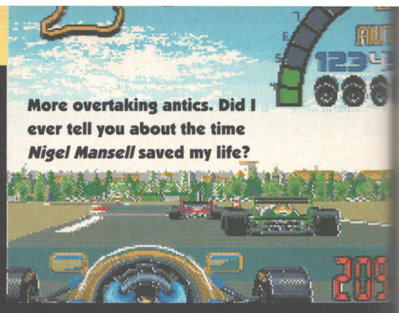
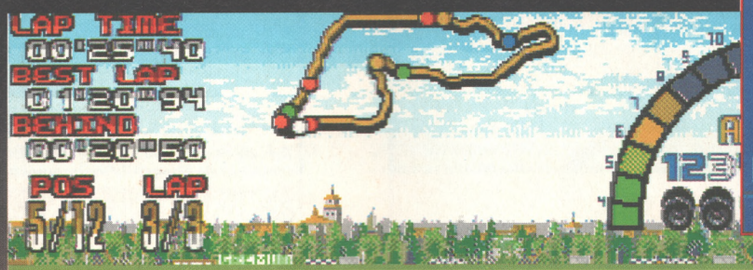
Release: Out now



More overtaking antics. Did I ever tell you about the time *Nigel Mansell* saved my life?

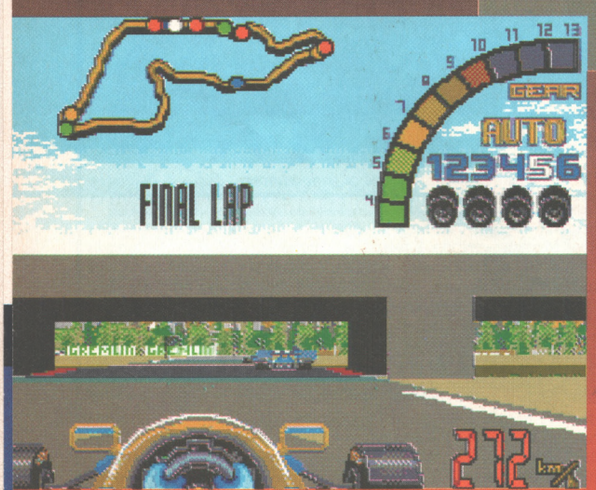
The A1200, eh? (etc) More colours, more memory, faster processor – all that's fab stuff to be sure, but the very best thing about it is that it gives us the chance to review everything twice. Tim's already seized the opportunity to say that he didn't think *Zool* was all that good actually, and now I'm going to do much the same for *Nigel Mansell's World Championship*. Our original review (by the self-same Tim, in fact) gave this 78% on the grounds that it was "good fun to play", which is a good enough reason in my book, but the fact is, it isn't. Sorry, Tim.

Y'see, for a game to be fun (in my opinion), there has to be some sense of achievement as you play through it, and for that you need some kind of challenge. I played the original version of the game only very briefly. So, I was expecting a fairly tough time when I loaded this up, driving games not really being my strength (I'm morally opposed to the concept of having to slow down sometimes for the tricky corners – that's not what games are about, mate), but at first I thought I'd accidentally started the game on 'Junior Beginner Idiot' level. Without tuning my car, doing any practice, or having a go at 'Improve With Mansell' ("Drive Faster! Do Not Hit Things!"), I dived straight in, got a pole position qualifying time despite spending most of the qualifying lap driving cross-country, then proceeded to win each of the next three races by at least three-quarters of a lap (which isn't bad in a three-lap race) without really trying. I got bored after that.



Driving Tactics For Beginners: Faced with this situation, should you (a) jink around carefully and wait for a gap, or (b) ram into the back of the other car at full tilt? Oddly enough, it's (b).

"One San Marino, there's only one San Marino..."



'Final Lap', eh? Now that was a *good* racing game...

Even if you're really crap, though, this still isn't any fun. If you do manage to get yourself stuck behind some opposition, you'll be alternately frustrated at how difficult it is to pass cars which are half the width of the track, and surprised at how if you hit them hard enough you can just go straight through like they weren't there at all.

"Drive faster! Do not hit things!"

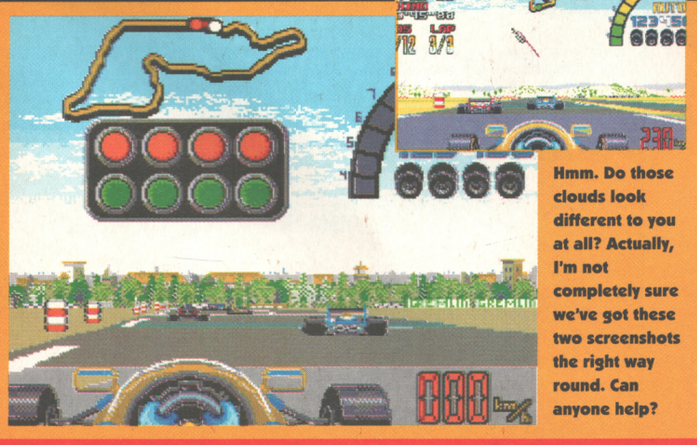
What's really odd is that this game has achieved the level of success it has when there's obviously superior stuff out there. *F1GP* shouldn't need me to tell you how good it is by now, but *Vroom* looks lots nicer than *Nigel's* (there's more varied scenery for a start), it sounds far better, it's just as fast, it's got more depth and there's a lot more opposition to battle with. Yet it sold nothing at all. Life, eh?

But hey, maybe all this isn't going to persuade you. Maybe you're a *NMWC* fan, just bought an A1200, and wondering if it's worth buying this again. After all, Gremlin claim "enhanced graphics (additional pit animation not featured in original Amiga version!), faster frame rate and greatly improved disk management". For confirmation, I checked with Tim. Tim? "Hmm. I'm not sure if those clouds were there before, I think that might be new. It's not significantly faster, as far as I can tell. Off the top of my head, I can't really see any noticeable improvements."

I'm with Tim on this one. While I'm quite prepared to be proved technically wrong (scientific tests clearly showing 55 rather than 50 frames a second, a man with a stopwatch pointing out a three-second decrease in loading times, that kind of thing), the simple fact is that this doesn't feel at all different to the original game. And I think we've covered that pretty adequately already.

● *STUART CAMPBELL*

THOSE DIFFERENCES IN FULL



Hmm. Do those clouds look different to you at all? Actually, I'm not completely sure we've got these two screenshots the right way round. Can anyone help?

UPPERS Fast – it's nice and simple to get into the game.

DOWNERS Dull-looking, thin gameplay and just extremely easy. The sound's horrible, too.

A1200

THE BOTTOM LINE
Overrated and uneventful racer, comfortably lapped by *Vroom* and *F1GP*. Even if you like it, though, there's very little extra in this A1200 version to persuade you to upgrade.

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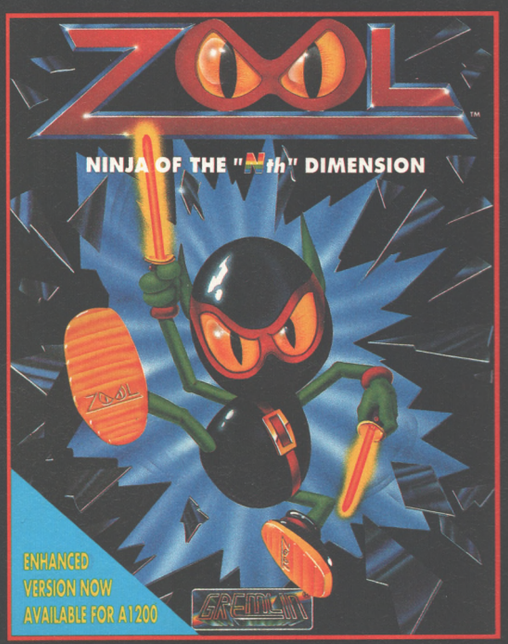

Screenshots from A1200 version.

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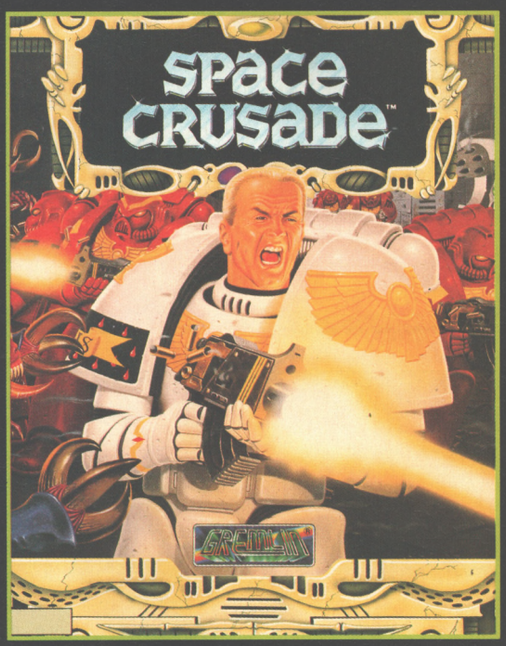

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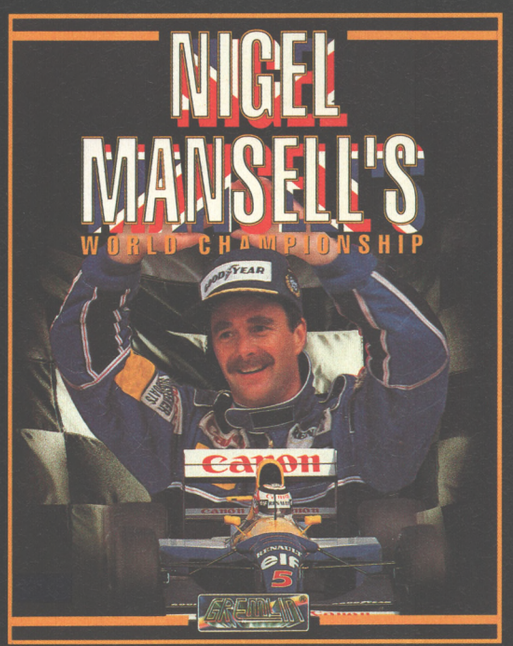

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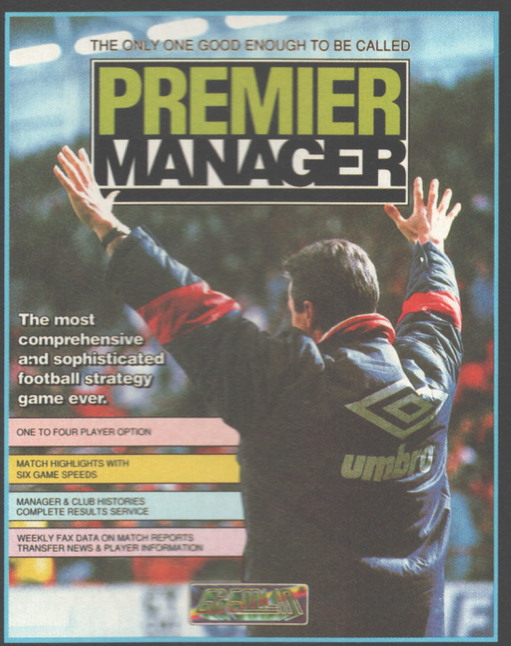

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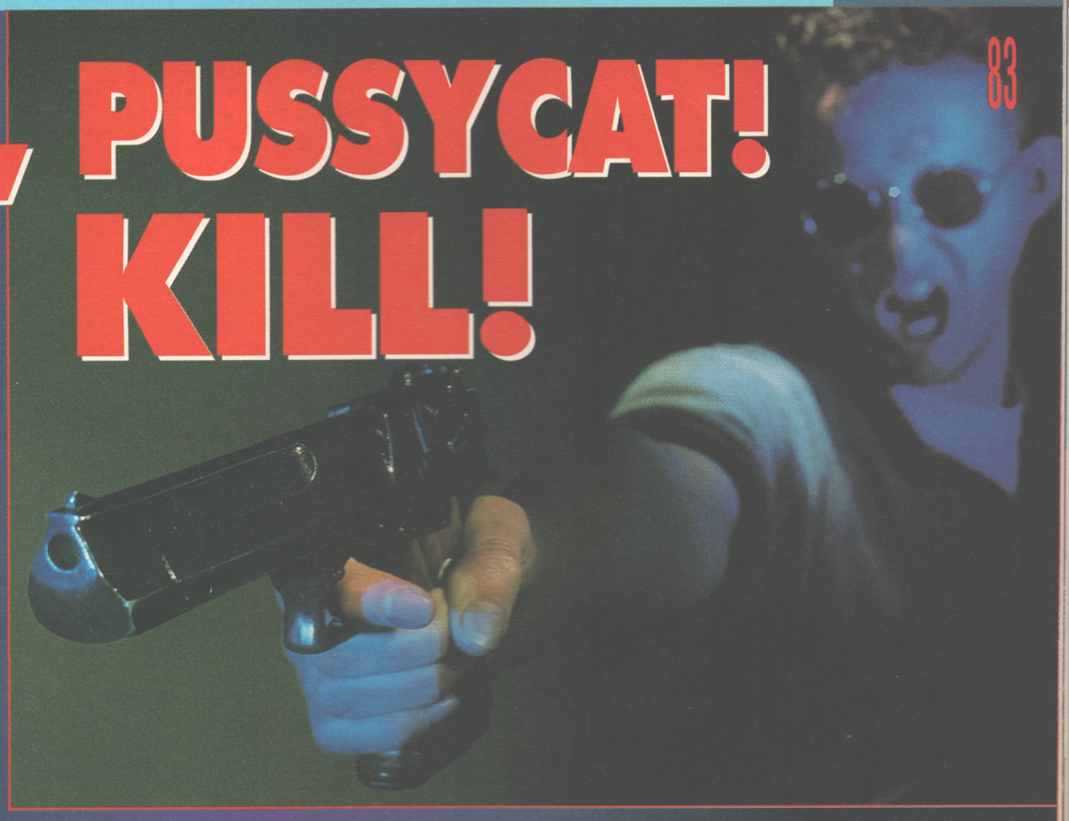


Computer games – corrupters of youth or just fun things to play with? Mark Winstanley tells it like it is.

On days when there's not much going on in the news, when airliners are staying predictably in the air and even Fergie's decided to stay in with a video and pizza instead of going skiing, trashy tabloid journo hacks like nothing better than dreaming up a few scare stories, convincing ill-informed parents that 'the kids' are becoming a generation of morally-bankrupt MTV slave-zombies.

How long must this scare-mongering go on? Recently there've been concerns that even if you can manage to play your computer without it triggering a seizure, you're still going to spend your nights running round the streets practising your 'Sonic Boom' on the neighbours.

But I say 'Enough!'. It's about time that needlessly and hideously violent video games had a spokesman, and the rest of the team feel that it should be me. Apparently I've got all the right qualifications, being the only person in the AP office who can re-assemble an Kalashnikov assault rifle blindfolded and who knows all 37 scintillating verses of that catchy marching tune 'One, two, three, four, I love the marine corps.'

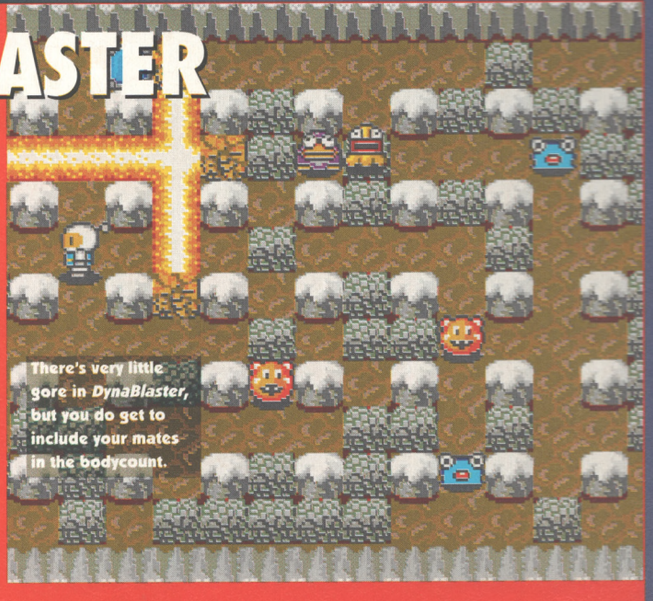
But before we get on to the really fun stuff, let's first define what we mean by 'violence'. *Missile Command*, it could be argued, is pretty nasty as it deals with the thermonuclear destruction of entire cities and, indeed, civilisations. But where are the bruises? Where are the limp and broken forms of the vanquished? What we're dealing with here is the kind of game where you see the knives go in, the boots descend onto faces and the bullets burst out of fragile human forms. So let's get right down to business.

DYNABLASTER

A fine example of how stupid scare stories are. Before Christmas, we were warned that kids playing *DynaBlaster* were one step away from plugging their alarm clocks into sticks of plastic explosives and taking out the nearest town hall. Get real.

Ouch! *(This, readers, is a kind of 'Downer' bit, describing the violent things that happen to you in the game. – Ed)* – You get blown up.

Take that! *(Whereas this, is more of an 'Upper'-based affair – the violent stuff that you do to others. Get the idea? – Ed)* – You blow people up.



SPEEDBALL 2

Originally reviewed as "a subtle blend of extreme violence and really extreme violence", this sport-of-the-future game has its roots in football, but its heart's really in kicking the hell out of the other team. Okay, you can get points for scoring goals, but you also rack up an impressive score whenever you reduce an opponent to a stretcher-case.

Foul, Ref! – On the downside, you get thoroughly battered by each and every member of the opposing side...

Hut, Hut, Hut! – ...but you give as good as you get (see below).

OPERATION WOLF

Spawning a whole batch of copies (*Sharkey's Moll*, *Beast Busters*, *Line of Fire*, *Space Gun*), the home computer versions suffered from not having a life-sized Uzi to wave at the bad guys, but proved popular nonetheless. The idea is to blow holes in various terrorist factions while they do their best to return the favour. Along the way you rescue hostages in this less-than-cerebral gorefest.

Ooooh, that smarts – Knives, grenades and bullets trash your bod, but since it's a first-person view, you don't see the damage.

My gun's bigger than yours – In as photo-realistic a way as possible, you mow down all concerned, and bung in the occasional rocket for light relief.

In another time and place you'd probably be drinking beer and joking with these guys.

Call my momma a blowfish? Die, vile scumsucking geek.

FIREFORCE

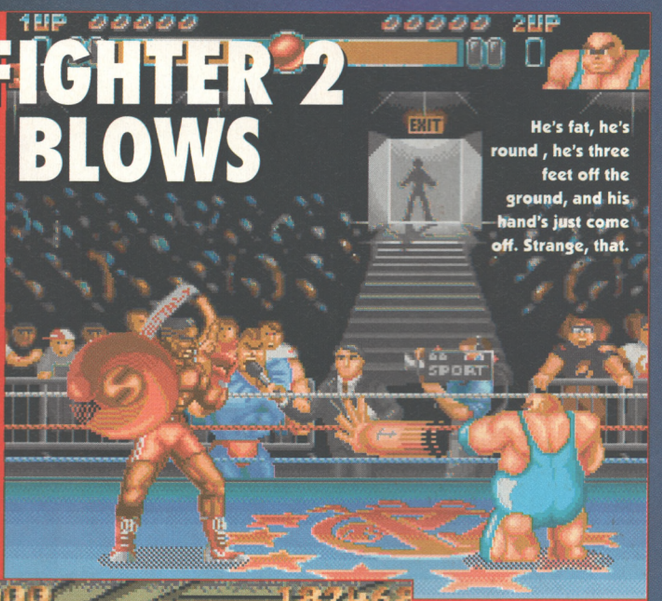
You play a lone US soldier sent off to the more remote parts of the globe to meet new and interesting foreigners – and then kill them. All manner of weaponry is lovingly and realistically portrayed, right down to 5.56mm calibre M16 ammo not fitting in a 7.62mm calibre AK-47.

Taking out a bloke with a LAW rocket is both big and clever, so do it.

Tell ma I won't be back for dinner! – You get shot, you fall over, and then you go 'Uuhh'.

Taste hot American lead, scumbags! – Throat-tearin', khaki-wearin', trigger-pumpin', widow-makin', earth-shakin', bomb-placin', chopper-ridin', high-fivin', rocket-launchin' rootin'-tootin' violence!

STREET FIGHTER 2 & BODY BLOWS



He's fat, he's round , he's three feet off the ground, and his hand's just come off. Strange, that.

Eek! People will moan about me lumping these two together, but there's no getting away from the fact that they're pretty much the same game. Two people dish out so much pain that eventually one of them throws in the towel. Not the actions, I think you'd admit, of entirely rational individuals, but the recipe for some of the most popular games out today.

There must 'ave been ten of 'em – Plasma balls, flamenco furies, sonic booms, thousand hand slaps, ninja death rolls and more. Every kid and their donkey has a unique way of really hurting you.

Starved of the stimulus of television, natives watch weirdos punching the hell out of each other.

You're going home in a St John's ambulance! – All of the above, plus the good old-fashioned upper-cut, just in case you tire of all that flashy stuff.

SMASH TV

'Bingo!' shouts the nauseatingly slick host to *Smash TV*, the game show of the future. Undoubtedly one of the most sickeningly gratuitous arcade games of all time, the premise is that as a game show contestant, you enter an arena and blow away waves of baseball-bat-wielding psychos in exchange for cash prizes and consumer durables. With a plot that scores highly on the ideologically-unsound-o-meter, *Smash TV* deserves a special mention as the taking of human lives is frequently rewarded by a brand new video or toaster. Enid Blyton this is not.

I'm bleeding man, I'm bleeding! – Being battered to death as the audience watches is a bit of a downer, and should you accidentally trip over a mine, several large slabs of protoplasm and an eyeball are hurled into the air.

Don't get mad, get even! – To help even the odds, you get to see the bullets not only hit your target, but also spray out the back in a visceral haze. Plus, you can cheerfully chop waves of opponents into bolognese with rotating knives.

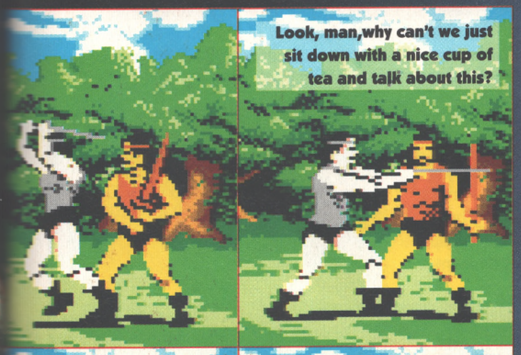
It's only one step from Gladiators and The Price Is Right to this kind of TV. We can't wait!

NARC

"Winners don't use drugs" proclaims the opening screen, but losers definitely do. You and a friend are front-line Drug Enforcement Agency officers who are fed up of slimy drug-pushing scum getting off the hook due to legal loopholes. Working on the principle that this course of action isn't open to them if you blow their limbs off with a rocket launcher, you decide to field-test this revolutionary new law-enforcement theory. The idea is to seize drugs and money while you arrest the perpetrators, but if you savagely off everyone (including innocent bystanders) then no one seems to mind too much.

Medic! – Pit bull terriers drag you down amid arterial spurts, leather-clad psycho weirdos hurl drug-laden hypodermic syringes at you, and masses of street scum are willing to blow you away for the price of their next fix.

Chew heavy-calibre death, weirdo! – Rockets a-go-go! Fill the streets with burning corpses before ploughing your Porsche into a crowd of evil-doers. Shoot any survivors – "You have the right to remain dead".

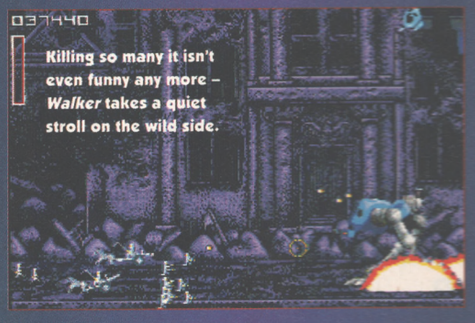


BARBARIAN

Now an old-timer, *Barbarian* looks thoroughly tame and more than a little 8-bitty. It's a fun but thoroughly one-dimensional beat-'em-up with the added advantage of a special move which, if done correctly, renders your enemy completely headless. Scary? Not really. Combined with a rather super slicey sound, cleaving your opponent's skull clean off his shoulders never fails to raise a smile, and in the two-player mode you're given a few seconds to grin smugly as a goblin drags the decapitated corpse off the screen.

I was kind of partial to that arm! – Head butts send you staggering, while sword blows inflict nasty cuts that need more than little bits of toilet paper to staunch the bleeding. Oh yeah, and you can get your head chopped off too.

Kiss my axe! – All of the above. It wouldn't be a very fair two-player game if you had more moves than your opponent, would it?

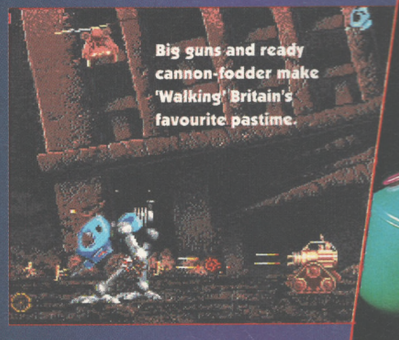


WALKER

Reviewed last month, and a classic example of man's inhumanity to man. Protected in a mechanical 'Walker', you lay waste to anyone and everything. Bizarrely, you're only penalised when any horses get caught in the crossfire, a quirk we can probably put down to that weird British love of animals.

Aahh, they got me! – Your shield goes out, then the Walker explodes, leaving the bad guys feeling a tad cheated that you got off so lightly.

Payback time! – Blast the infantry into shredded tatters, or stomp them into a mince-like substance between your toes. Anyone unfortunate enough to be on a building is blasted in the chest before falling to their death, screaming.



AND NOW THE SERIOUS BIT

By now, readers of the parental kind will be shouting "But hold on, he's missed his chance to discuss the real issue. By revelling in the gore and splat content of these games, Mr 'Mark Winstanley' has completely glossed over the issue of whether this kind of so-called 'entertainment' is suitable for young and impressionable minds." Hmm, well, you've got me on that one guv, but that wasn't really the idea. I'll give it a go if you want, though. Let's look at the evidence.

Games corrupt – Stories have emerged recently of *Street Fighter 2* players actually beating each other up after protracted bouts of playing. Are these reports accurate? No idea, I'm afraid.

Games are harmless fun – We live in increasingly violent times? Tell that to any 8th century Saxon, although he won't be too interested, especially if a Viking's jumping on his head. Does playing *Smash TV* make news pictures of war victims any less horrible? Of course not, computer games aren't real, and if at the end of the day you're going to go crazy mad with a shotgun after playing *Narc*, then you're obviously so demented that two episodes of Tom and Jerry or a bowl of Chocolate Frosted Sugar Bombs would have the same effect on you. Games corrupt children? Well I had a Spectrum when they first came out, and look at me. No, on second thoughts, maybe that's not a good example.

● *MARK WINSTANLEY*

Next month: Mark considers the 'cute' games alternative.

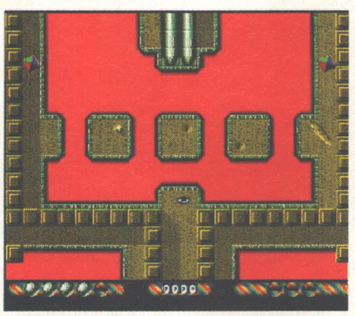
PD

Come with us to the land of the free, where public domain disks frolic merrily in the fields, where software author and games player greet each other with a cheery 'Hello'. Hey, look over there – it's Dave Golder! What have you got for us this month, friend?

KASTLE KUMQUAT

Telescan Shareware

Let's not beat around the bush. This game is great. As soon as you start playing you just know that in the small print somewhere on the intro screen the author's going to be asking for a fiver to be sent his way (what d'you mean you read the intro screen first? Are you a complete saddo?)



You'll be singing: Come on, come on – come on and collect my kumquats. Yeah.

It's a massive multi-screen maze-type puzzley thing. The gameplay is basic enough; you have to collect the blue things (the eponymous kumquats) which are hidden around the amusingly phonetic 'kastle'. There 220 to find, and after every 20 you get an extra life.

And you're going to need it because there are plenty of ways to lose them. You can be attacked by strange multi-coloured block things (which look a lot better than they sound), fall through the floor or be swept away by molten lava.

There are loads of switches and switch keys to try out – which are governed by a colour-coding system – and plenty of choice over which route to take through the kastle. The game looks superb and even the music is decent enough not to force you to pull the plug on your phono leads. It's not particularly difficult but has enough meat on it to keep you chewing for a while.

VERDICT: A stylish, and massive, puzzle-maze affair.
RATING: ★★★★

MOUSE IMPOSSIBLE

Fortiss PD

Ever played Mouse Trap? If you thought that was a pretty convoluted way of catching a mouse, you ain't seen nothing yet. In *Mouse Impossible* you've got to rub out the rodent using a cannon.

On each of the 30 levels the mouse makes a move for his traditional prey, the cheese. He drops in on some balloons or helicopter rotors, picks up the cheddar then flies off again. You can't start shooting at him until he's actually touched the cheese, and even then things just aren't that simple.

Ever tried shooting a mouse with a cannon? Then try this – it's more intense.

The cannon is in a fixed position and you can guarantee it's one in which your cannonballs won't hit the rodent. So you have to make use of a number of objects available at the side of the screen – bricks, springs, angled blocks, and so on. You place these around the screen in the hope that the cannonball will ricochet off them and blast the mouse.

Lemmings-style, not all the objects are available on each level, so the game can become quite tricky. Also *Lemmings*-style, it's usually the more innocuous-looking screens which are the worst.

VERDICT: It feels a bit like *Lemmings* on a budget, but then it has the price tag to match. Intriguing and mildly diverting puzzler.
RATING: ★★★★

TAKE 'EM OUT

Bus Stop PD

This is a mouse-controlled shooting gallery affair that is a lot more fun than you'd expect (if you have low expectations of mouse-controlled shooting gallery affairs, that is). You play a rookie cadet who's about to be let loose on his first mission, which appears to be rescuing some hostages from the weirdest bunch of villains this side of a DC comic.

The game starts with a brief training session with cardboard cut-out people to blast at (so that's what the cast of

It's time to shoot first and ask about the Community Policing Initiative later.

Eldorado do in their spare time). If you score enough points then you're let loose on the streets. Here you hide behind a dustbin positioned in front of the two houses where the siege is taking place. You have a mouse-controlled set of crosshair sights which you have to line up over any crim you see, then press the mouse button to blast him.

Sounds pretty ordinary? Well, it isn't. You choose two weapons (each operated by a different mouse button) from a selection of four which includes bombs and machine guns. The crims range from yer bog-standard stetsoned gangster to ninjas and supervillains, each taking different numbers of shots to dispatch. All this plus some very polished graphics and decent sound effects.

VERDICT: A pretty basic blaster, but with enough funky little touches to make it worth checking out.
RATING: ★★★★

Contacts: **NBS**, 1 Chain Lane, Newport, Isle of Wight PO30 5QA.
Fortiss PD, PO Box 2, Earl Shilton, Leicester LE9 8LU.
Bus Stop PD, 5 Westbourne Road, Marsh, Huddersfield HD1 4LQ.
Telescan, Handsworth Road, Blackpool.

NUMERIX

NBS

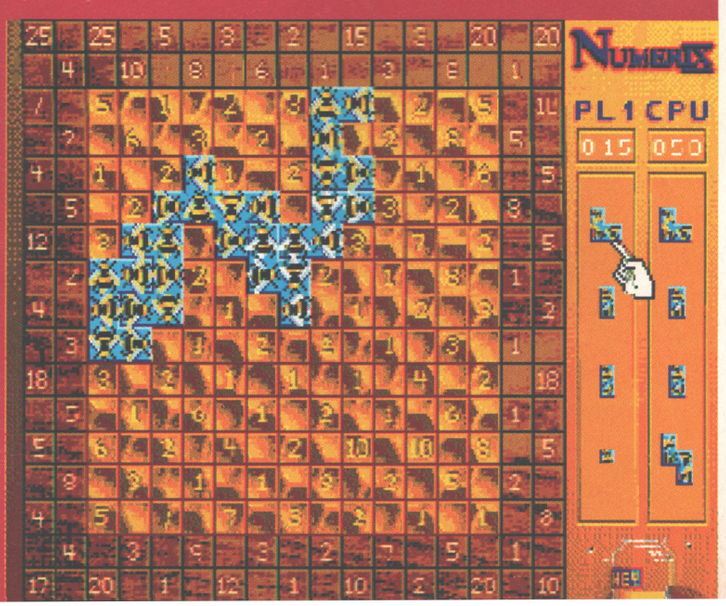
Numerix, like quite a few PD puzzle games, is all about blocks and numbers. You stick a load of odd-shaped blocks on to a numbered grid and try to score as much as you can, while at the same time your rascally opponent – the computer – does the same.

It may not sound like a particularly revolutionary concept. But I must say that *Numerix* kept me going back for 'just one more go' at least 27 minutes longer than the average PD puzzler, and it certainly looks a lot more appealing than a lot of grid-based PD puzzle games.

There are four grids, each with its own particular layout, graphical theme and accompanying sound effects. So, for example, 'Ouch' goes, well, "Ouch" when you stick down a piece, and the timer takes the form of a thermometer.

The only real problem is that the computer isn't a tactical player – it always goes for the highest score it can get. I always said they'd never replace human bein… click replace human… click… replace h… click.

VERDICT: As puzzlers go, it's certainly one of the better ones. Simple but engrossing gameplay coupled with attractive aesthetics. Now if only the computer played more interestingly...
RATING: ★★★★



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1002 Terminator Arnie in action
1005 T.Richter-1 (2D) Brilliant demo +
1007 Walker 1 demo *+
1008 Engine Anim Working cycle of 4 stroke engine +
1009 Jam Anim Good example of Dpaint anim *+
1010 Killer/Juggler demo. Still a classic
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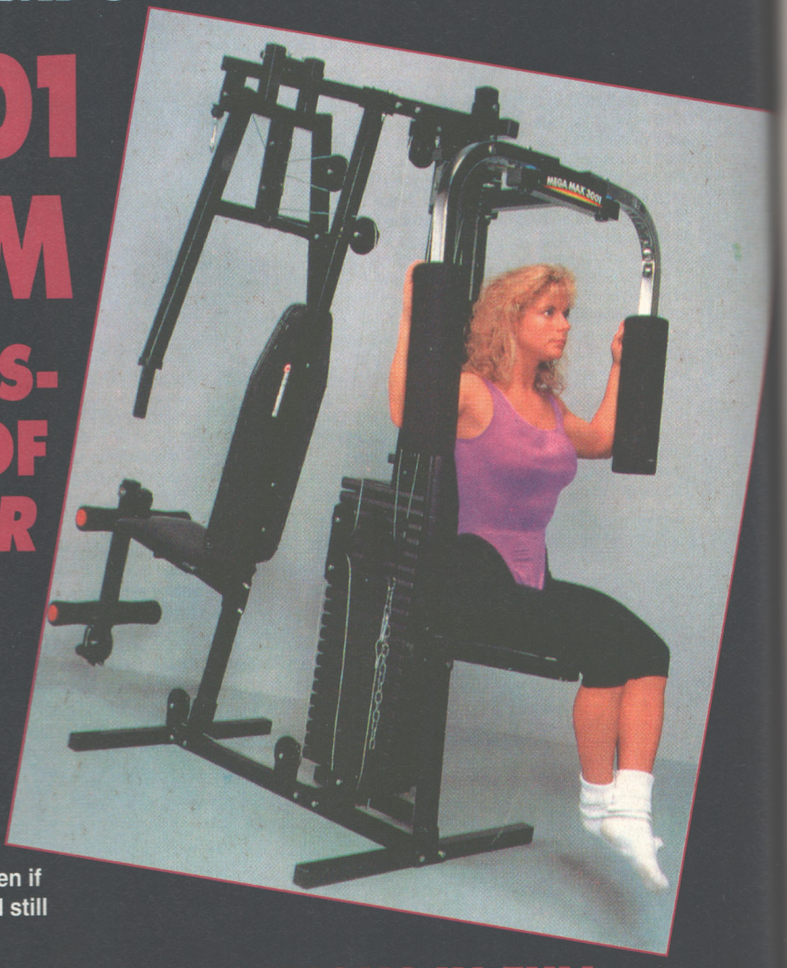

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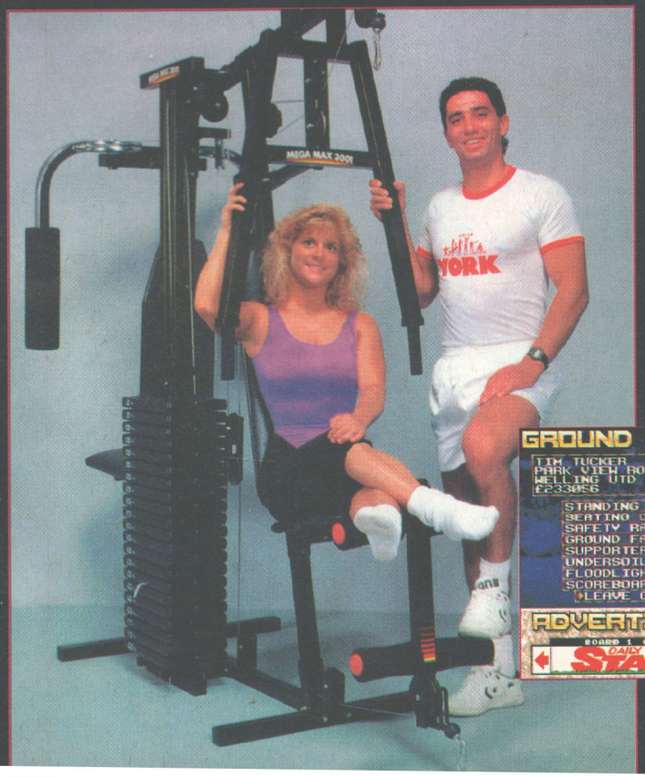

THOSE QUESTIONS IN FULL

1. Who is the 'Premier Manager' featured on the box of the game?
   a) Barry Hatch
   b) Graham Hatch
   c) George Graham
2. What's the only professional football team in Britain with the letter 'J' in their name?
3. What does Reg Holdsworth manage?
   a) Tottenham Hotspur FC
   b) Bettabuy supermarket
   c) The Queen Vic
4. Who is the famous gym-frequenting star of 'The Jayne Mansfield Story'?

RULES & REGULATIONS

- Employees of Gremlin, Future Publishing and anybody in Undercover aren't allowed to enter.
- Any entries that reach us after May 31st 1993 will be ripped up to make bedding for Stuart's rats..
- The Editor's decision in all matters is final. Punkt.

Send your entries on the back of a postcard or envelope to 'It's life, gym. But not as we know it,'
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Hey, you readers, you have these, like, amazing thoughts, which are, like, inside your heads, right? So, for other people to, like, be able to hear your thoughts, you have to write them down, okay? Then you have to, like, send them to us. Yeah. Amazing.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

'I'M ALL UPSET'

Dear AMIGA POWER,

Boo hoo. I'm all upset and it's not because I'm very hard up and have to use file paper, nor because I'm an over-worked A-Level student with lots of horrible exams next year. No it's because everyone is being nasty to our fave editor Mark Ramshaw. Now I know Cheryl (AP 19) and pals think he's cute, but he doesn't look as if he needs a fashion designer – I think he's got great dress sense, so there! But apart from that I have never thought the poor guy was fat, so stop being insulting and get back to playing that Amiga.

Yours far too over-worked,
Hazel Atherton, Merseyside

Well, you shouldn't have to worry about anyone being nasty to Mark any more, Hazel. Hope you're happy.

'MAKE YOUR REVIEWERS PLAY'

Dear AP,

Your Points Of View page is a great idea because it's the only place we, the readers (not the kids!), can get a second opinion (not to mention a third, fourth, fifth, and – wait for it – sixth!). However, you rather spoil it by allowing your reviewers to put in "Haven't played it" half the time instead of a useful comment. You should make your reviewers play every game reviewed in each issue. After all, you don't see Barry Norman skipping films he doesn't fancy watching, do you? (He reviews more movies per week than any of your reviewers review games per month, and he's no spring chicken.)

This leads me to my second point. I have noticed that Stuart Campbell never reviews adventure, RPG, flight sims or strategy games. Bah! I thought he was supposed to be some kind of game god, he doesn't even play god games! I bet he can't even build one house in *Sim City*, get one train moving in *Railroad Tycoon*, pick up the fish in *Monkey Island*, do an earthquake in *Populous*, sing the National Anthem, blow out all the candles on his birthday cakes etc. The two Marks, two Tims and one Gary on the team all seem to be more versatile.

Erm, that's it really.

Yours can't-think-of-anything-witty-to-put-here-ly,Tuino, London

Stuart says: Sim City *was only in our Top Ten because I liked it so much, I reviewed* Railroad Tycoon *back in issue one or thereabouts, I reviewed* Populous *for our dear-departed sister magazine New Computer Express yonks ago, I've reviewed console versions of both* Sim City *and* Monkey Island *for other mags, I gave* Mega Traveller 1 *89% in one of our earlier issues, I've reviewed a whole clutch of SSI* Dungeons And Dragons *RPGs, gave a rave write-up to* King's Bounty... *shall I go on? All this plus platform games, football games, puzzle games, driving games, shoot-'em-ups... and you say I'm not versatile? Pah!*

'PUT A LITTLE BIT IN'

Dear AMIGA POWER,

Oops. It looks like you will have to put a little bit in again about *Prince Of Persia*. The game I have works perfectly on my 1200 but you have to do the 'Two button hold down on mouse switch on trick' and disable the CPU, then it works fine. Please could you check all games including the boot options for compatibility as I really enjoy this game (I am too old and slow to play *Zool*) and would have been disappointed if I had not checked the compatibility to the full.

Yours, Philip Bowes, Co Dublin

Please could we check all games? What, all 1200-odd of them? Do you mind waiting six months for the next issue, Philip?

'STYLE CRAMPED ALL DAY'

Dear AMIGA POWER,

Yes it's Ben King (Biolinguist of the year 1982, Skegness region) at the wheel, taking you (YOU) on a whirlwind tour of the images of my mind.

Well it was all going along so nicely, but some pleb just had to muck it up. Yes AP 20's spine; for a start it was silver (SILVER!) and the 'O' was too small. Did you realise, do you care? My bookshelf is an outcast now, it grumbles about having its style cramped all day.

By the way I would like to point out that your coverdisks are getting better, although the labels are upside down – the only games I have with the slidey bit down are by Psygnosis. But alas dear C64 refugees, you are not the only magazine that commits this sin, which just goes to prove that Mr and Mrs Disk Label Stickers have been moonlighting.

Also in my vast host of dreams and visions for a better tomorrow I have seen that all games should be one meg only and should support/need 2-button joysticks. Also all games should have save facilities, as when thou hast spent 30 minutes at *Pang* and you realise you are missing Phillipa Forrester (or some other babe-and-a-half) on the telly-bunkum-box, you end up subliminally performing a Klingon-nerve-death-grip (reset) and watching the telly/goldfish bowl(s), and the game is lost.

Does anyone care about scores in games? Does anyone care that they scored 623,967,239 in *Lotus 3*? I think not. It's more a case of "Oh, I can get to the enchanted mucus-seller, can you?" Also, games should have animations at the beginning to set the scene – *Moonstone*, *Robocop 3*, *Bart Simpson* (pity about the game) being very good examples.

Well that's it Possummmmzzzz, back to the biology homework (what is a semi-lunar valve?).

Bye Mr Ramshaw and co,
Ben 'The Pen' King

Mr and Mrs Disk Label Stickers? Are they related to Bill, at all?

'SLAPHEAD'

Dear AP,

I have recently purchased this month's copy of AF, along with AP, just to find out how strong the sister mag's competition is. My opinion, whether you should decide to agree with it or not, is that AF is undecidedly, totally and utterly (and here comes your favourite word) CRAP. The games section, which is what most Amiga owners want to read, is small and, unlike AP's, badly put together. So I'm afraid it is a most well-deserved thumbs down to AF. By the way, have you seen their Editor? The words 'slaphead' and 'Mr Sheen' sprint at Christie-pace to mind. Not forgetting the popular phrase "I used Wash & Go and it went".

Yours Still-Laughing-At-His-Picture,
Alastair Sturrock, Stevenston, Ayrshire

Alastair, that's really nasty. Don't you realise that by insulting Amiga Format, you're nearly insulting us – after all, we are related! You should be completely ashamed of yourself.

FIRM REASSURANCE winner

'MY BEAUTIFUL COPY'

Dear AMIGA POWER,

Having just received my beautiful copy of your January issue as a pressie from my brother (generous lad) I tore off the wrapper and turned straight to the *Wing Commander* review, read it and... well, let's just say the tears are still drying as I put my thoughts down on paper.

Your *Wing Commander* review has brought home to me what the A1200 can do and what it could mean to me and my lovely A500. My favourite games are simulations and adventures, both of which demand a lot from my machine. It would appear that *Wing Commander* has shown that Amiga A500s are not powerful PCs and cannot be expected to act like them. I fear that programmers will feel that they have pushed the A500 to its limits and turn to the A1200 to write their simulations and all the good stuff on. This will leave the old machine at the mercy of console lookalike platformers.

I can understand that programming exclusively for an A1200 gives the designers more freedom, as the boundaries they used to have to work within because of machine power have been pushed back so much further, thus enabling them to produce games to the standard of a powerful PC machine.

And what of AMIGA POWER? When publishers bring their games out for the A1200 only, will you review them alongside all the rest of your magazine, obviously increasing the size and inevitably the price? Or will you reduce your A500 content and split the magazine between the two formats? This is the only logical solution short of starting an A1200 magazine separately.

Well that's it I s'pose. Although I'm still depressed about *Wing Commander*, so could you send me the totally stunning *F15 Strike Eagle 2* to cheer me up?

Yours faithfully, Adam Forbes, Worcs

Of course not. As for A1200 games, you should already have seen the way we intend to handle them, but if anybody's got any ideas for things they'd like to see, then by all means let us know.

DO THE write THING

'MATTER IS AN UNDERSTATEMENT'

Dear AMIGA POWER,
I thought there were only eight wonders of the world but no, there are nine. What is the ninth? Simple – where on earth can I get the *A320 Airbus* upgraded night-flying and practice landing disk?

I have pored over every Amiga magazine, tramped around dozens of software houses and written to Thalion a number of times – all without any success. And now my last chance, but a good one, of writing to AMIGA POWER.

The disk was announced around April in a, dare I say it, rival magazine at a cost of £14.95, but it's turning out to be the Marie Celeste of the software market.

To say that I'd be grateful if you could shed some light on the matter is an understatement. So, please have you got any info?

Best regards, Mr M G Oswald,
Khamis Mushait, Saudi Arabia

At school, we were told that there were only seven wonders of the world. Teachers, eh? Pesky blighters! Seriously though, Thalion tell us that the disk should be out by now, so keep looking!

'RAY-TRACED BALLS'

Dear AMIGA POWER,
Can I be the only person who's noticed that *Jimmy White's Snooker* doesn't run on a A1200?

My local Virgin Gamestore tells me that an improved version for the 1200 is in the pipeline, and that the present *Pool* game doesn't run either. However, if you contact Virgin in London to confirm this they go into palpitations about "It's Commodore's fault... We had to buy a 1200, we don't get them free... It's too expensive to write another version..." And then the rather disgruntled chap told me to swap my snooker game for the pool one.

But, for one, I don't like pool. And, for another, my local shop (a Virgin) says it doesn't run on the 1200 anyway. So here's the deal as it seems to me:

Jimmy White's Snooker – the best game ever for the Amiga.

The A1200 – the best games machine around.

So c'mon Virgin, get your act together. If *Pool* runs (and it's very close to *Snooker* in coding) then sort out this problem – if only for the sake of your own credibility. I don't want ray-traced balls (oo-er) or digitised 24-bit Tony Knowles clones (God forbid). All I went is my beloved *Jimmy White's Snooker* back on my Amiga.

I live in hope, Shredder,
Edgeley, Stockport

'OR A JOYSTICK'

Dear AMIGA POWER,
I am a regular reader of AMIGA POWER. During the time I have been reading your magazine I thought of my own possible additions to improve your already brilliant magazine...

1. Instead of just giving free games with AP subscriptions, why not offer us the choice of a free game OR a joystick (or something similar)? *(How about some free issues? – Ed)*

2. Why not include a penpal page where mad Amiga owners can find other people with similar interests so that they can exchange games and things? *(Okay. See the True Stories pages. But why would you want to meet mad people? – Ed)*

3. Or maybe you could have a page where readers can advertise second-hand equipment, such as games and computers, that they no longer want but that someone else might want to buy. *(Likewise. – Ed)*

Also, on the subject of the price of games, being a teenager I cannot afford to buy games costing over 25 pounds. I know the reasons why they CLAIM to have prices this high, but surely if the prices were lowered then more people would be able to afford them resulting in more trade for the software company?

Liz Bull, Bristol

'HIS NAME'S DAVID AND HE'S 12'

Dear AP,
I love, I love you, I love you! Hi. I'm a slightly mad 15 year-old girl from Surrey. I'm an AP fan and I think AP is THE best mag in the world (even better than Your Sinclair used to be before everyone left – including me because I got an Amiga with my brother) and I'm such a fan that I've just got myself a subscription. Thank you for inspiring me to get *Civilization*, *Railroad Tycoon* and *Monkey Island 2*. I'd never even finished a game until I beat *Civilization*. How crap can you get? At least I enjoy it though!

Anyway, I just thought I'd tell you how much I love you. (In case you hadn't yet realised!) I'm getting my subscription to AP, and my brother's going to get one for Amiga Format. His name's David and he's 12 and knows much more about computers than I do. Though that's not saying much! Not that I'm slagging off AF, or anything, but I'll stick with you, thanks very much.

I know this letter is a load of crap but, in case you print it, could I please say thanks to my parents for forking out enough dough at Christmas for me to be able to get a subscription.

Anyway, I love you all and please print this because my only claim to fame is that I once had a poem printed in the school mag.

Isabelle Rees, Sanderstead

'I WISH TO PARTICIPATE'

To: AMIGA POWER,
I have seen your magazine and I wish to participate in it. May I have your terms please?

Your Friend,
Hameed Yousef Mhameed, Kuwait

Our terms, eh? Well, a couple of bunches of daffs and a Playpeople annual from 1976 should do it.

'A BIT BORING'

Dear AMIGA POWER,
The point of this letter is to try to improve your magazine with a little idea of mine which I'm sure that other readers will agree with.

In The Bottom Line we always see the same screenshots published every month. The only change is when a game reviewed in the last issue joins the rest with its own screenshot and an older screenshot is removed.

What I think you should do is change the screenshots which go with each game every month, because games like *Agony* and *Monkey Island 2* have had the same screenshots for months. This does get a bit boring and I'm sure every other reader would like to see various screenshots as much as I would.

PROFOUND WISDOM winner

'I HAVE TWO VERY NICE FRIENDS'

Dear AP,
It is a fact that I have two (of many) very nice friends called David and Graham. As it happens, they both have A500s which renders me green. With envy, if you were wondering, as I don't have one and I do so want one very much etcetera. I also think that (and this is true) it's fun to read AP, and I probably read it as much, if not more, than Graham and David. Probably more so because I stare at the adverts for A1200s. (If you're gonna dream, why not dream big?)

Anyway, this letter is basically quite pointless, as you may have noticed, but I would like to ask you this...

How do you choose which reviewer will review which game? Is it, like, the person who gets furthest on *Project X* gets first pick, or what? Or maybe each month you have a *Sensible Soccer* tournament. No, *Dynablaster*. Otherwise Stuart Campbell would always win, wouldn't he?

And also, if you have an idea for a game where do you send it? Could I ask for an A1200 as payment if my game idea's good enough? *(You can ask for anything you like, Thomas. If you reach for the moon, you can always land on the stars. – Ed)*

And finally, true to your 'Guide to writing letters': a new angle on a well-worn topic – the prices of games are in fact the basis of all life and the reason for the overrated Creation. *(What, the record label?– Ed)* How about that? Thanks for lending me your ears. I'll send them back with the bill, but please allow 28 days for delivery.

Yours in a most amicable and Amiga-wantingly way, Thomas Porter, Logie, Fife, Scotland

PS Even if no-one else does, I love 'In The Style Of'.

TECHNICAL CORRECTION winner

'A TENDENCY TO CREAK'

Dear AMIGA POWER,
I've just got a few questions for you. (If you can spare the time, that is.)

1. Can I get hold of a copy of the '*Putty* in the style of' picture without the inset screen from somewhere? I loved it! *(Not unless we decide to release it as a poster or something. Sorry! – Ed)*

2. Either I'm blind, or *Sensible Soccer* is not in your Top 100 games list. *(Look,* Sensible Soccer *wasn't released when we compiled our last Top 100 way back in AP 13. It was Number One in the Reader's Top 100 (AP 20), and if you take a look at this issue's update of our Top 100, you'll find* SS *right up there where it belongs. – Ed)*

3. If someone is willing to videotape the Taxing and Mayhem levels of *Lemmings* I will buy it! I've got a cheat disk, and after trying all the levels I managed to complete... erm, a few! But there are still some I honestly believe cannot be done. But they can, can't they? *(Yes. – Ed)*

4. And finally (phew, eh?), do Amigas have a tendency to creak? Mine does. It sounds like it's being lifted up a touch at the corner. I presume this is due to it cooling down, but it is annoying. *(Um... – Ed)*

Well, that's it – I hope I haven't waffled on too much. Thanks for reading, and let me have your comments. I'm glad I've finished too, my eyes are dropping out. I suppose it serves me right at two in the morning!

Unsigned, Blackpool

PS I scored ninety million on *Pinball Dreams* Nightmare. I'm cheesed off now after seeing Simon Geary's two hundred and thirty million. Smart person.

DO THE write THING

FEARLESS REBUTTAL winner

'NOT AN IDLE THREAT'

Dear AP,
I hope that you will see sense and meet my demands. Unless I receive a smart AP sweatshirt I will be forced to release my 'Campbellagate' tape to the press. The conversation took place recently between a member of your staff (who I will call SC to avoid any embarrassment) and a well-known TV computer gameshow host (who I will call DD). A transcript follows...

SC: Hello, Channel Four. Can I talk to DD please?
DID: A moist, sticky, pink and fluffy good morning SC.
SC: Er, yes. Can I just ask you a few questions about your television show?
DD: Certainly. I really enjoy waggling my joystick with Auntie Morticia. Up and down, side to side. It's so exciting.
SC: Pardon?
DD: Would you like to come and join me in the pit and have a go?
SC: What?!
DD: You could win a Golden GamesMaster Jockstrap... er, sorry, Joystick.
SC: No thanks. Look, could I speak to Patrick Moore?
DD: Sorry, he's trying to extend his telescope so he can look up at Uranus.
FX: [Sound of telephone being slammed down.]

This is not an idle threat. Send me a shirt or SC has no chance of ever becoming Head of the Commonwealth.
Yours Threateningly, Steve Richardson, Blyth, Northumberland

Well, you've kind of released it to the press now, so no T-shirt, I'm afraid. Bad luck, Steve.

If you are unable to do this, perhaps you could try to give whatever games you choose their screenshots, and then next month don't print any of these screenshots but those from other games. You could do this every month.

You could also do this in the Top 100 Chart. For example, if a game has been at Number One for more than one month, then change the screenshot.
Yours Sincerely, Paul Jackson, Polbeth, West Calder

Like we didn't have anything else to do all month than re-grab all the games we've already done, Paul? I suppose you want us to draw the logo on the cover individually by hand every time as well.

'ACCESSING THE MAGIC BECOMES IMPOSSIBLE'

Dear AP,
I am the proud owner of a wonderful Amiga 600. I have bought two games recently, *Gauntlet 2* and *Street Fighter 2* (both from US Gold) and have had just a little problem with the controls.

First there's *Gauntlet 2*. When me and a few friends were playing this, one particularly sharp chap noticed that there's no blimmin' numeric keypad, so accessing the magic for the yellow and green players is impossible.

Also, with *Street Fighter 2* (which I thought you were a little hard on), the manual is about as helpful as a solar-powered torch and claims that you can redefine the keyboard controls. But HOW? Stuart Campbell said he had problems with this as well, any joy yet? *(No, unfortunately. – Stuart)*

Oh well, I guess I should bring this piece of literary excellence (not!) to a close and just mention that AMIGA POWER is the best mag in the universe. But you already know that, don't ya?
Yours Faithfully, Lee Harris, St Austell, Cornwall

'LYING GITS'

Dear AP,
While flipping through a friend's copy of another Amiga mag last month, I noticed that they'd had a bit of a go at AMIGA POWER and your review policy. They said that you'd reviewed several recent games which weren't actually finished and took the mickey out of your 'Policy Of Truth'. This worries me a bit – have you been selling your readers short with reviews of unfinished games, or are the other mag just a bunch of lying gits?
Yours concernedly, Stephen Hitchen, Wigan

We were accused of reviewing an unfinished version of Thalion's Lionheart, *but it was after our review that Thalion decided to make some alterations, largely brought on by comments in Mark's review. They did this after we'd already printed the review, but we covered the differences in an update in the very next issue.*

None of the changes which were made to Lionheart *make the game different in any meaningful way, and Thalion themselves are quite clearly happy that our review is a fair representation of the game – they're currently using a quote from Mark in their advertising for it.*

The version of Team 17's Assassin *that we reviewed back in AP 19 was a 'beta test'. This is an industry term meaning that the game is complete, but not a production version (typically all the code for the game has been written, but it has yet to be taken from hard drive onto floppy disks, or compacted down onto a smaller number of floppies to produce the finished game that you see in the shops).*

We are serious about our Policy Of Truth as we believe that we have a duty to you, the readers, to bring you the very best games reviews around. 'Nuff said.

AMIGA POWER COMPO WINNERS

THE CHAOS ENGINE

Due to his cool new leather jacket and shades, **Paul Jackson from South Humberside** is going to be the envy of all the kids in his street. He'll also be the enemy of his neighbours, who'll soon be subjected to the non-stop rave soundtrack of *The Chaos Engine* blasting through a set of thoroughly desirable and hugely expensive Roland speakers. Good on you Paul, and also well done to all this lot, who'll have a copy of *The Chaos Engine* heading their way at some point in the near future:

G Wall, Tyne and Wear
Nils Leonard, Harrow
James Deeley, N Wales
John Sharkey, Haydock
N Palmer, Bognor Regis
A Beckett, Wednesbury
Alistair Sturrock, Ayrshire
Sean Ryan, Ireland
M J Pearson, Halesowen
J Lodeiro, London

WHAT KIND OF QUESTIONS DO YOU CALL THOSE?

Many of you kind of missed the point of this one – we wanted you to say something funny. If you didn't know the answers, then you were supposed to make something up, and anyone who wrote "don't know" got their entry instantly binned (that includes you Nathan Bridges, and Tim's blue pen isn't worth the million pound ransom you demanded.) Anyway, here are some of the edited highlights:

● What number (between one and a billion) was Stuart thinking of? This was some vague reference to the cartoon strip 'Calvin and Hobbes' which was only noticed by Graeme Cluskey, and he still got the number wrong. Anyone who tried guessing, or using the numbers that rule Stuart's life got it hopelessly wrong. The correct answer (as any true C&H believer would know) is of course 'six million and four'.

● Which famous band member stole Tim T's girlfriend? The most popular guess was 'Take That', although whether this meant a single member or the entire band, no-one specified. Another popular choice was 'The Kinks' but that was wrong as well. No-one got this right. For personal reasons, Tim T would rather not reveal the correct answer, but we can tell you that they are very cool, handsome and popular. Just like Tim. Arf.

● Which scores have never been given in AMIGA POWER game reviews? A bit of a boring question there from now-departed Mark R, cunningly designed to weed out anyone sad enough to look through all the back issues. Answers with attitude were accepted.

● Aha, another trick question next! Lisa wasn't in Grease, and only Ben 'The Pen' King pointed out that Lisa bears more than a passing resemblance to Olivia Newton-John. There were masses of sycophantic "We love you, Lisa" answers, which made us so jealous of her that we made her leave the mag.

● Mark W did tell you that he'd been to America, in a caption in issue 21, so that was a bit of a dull one as well.

● We still don't know where Tim N's blue pen is (probably where he left it), but thanks for all the replacements.

● What exactly is the 'Gaffa' in Kate Bush's song 'Suspended in Gaffa?' Jacquie wanted to know, and we believed Simon Geary when he informed us that it's a Bhuddist state of meditation, rather than a footballer, workman or the smashing orangey bit, which were a few other suggestions.

● And the winner is: not Simon Geary, who sent in the longest entry, and was one of the few people to insult Lisa, nor was it Graeme Cluskey, who made a rather funny Lord Rees-Mogg joke. It was **Iain Benson from Stalybridge**, whose entertaining answers included an explanation of the difference between American and British billions, a dig at Tim T ("The first one she met – I have seen Tim's picture"), and the suggestion that Gaffa was a "place where one may be suspended in a Kate Bush song". Well done Iain – whether you want it or not, there's a whole load of junk heading your way real soon (we're *so* bored of it cluttering up our office).

BACK ISSUES

1 May 1991
Our first issue! *Eye Of The Beholder, Gods* and *Cybercon 3* and the first part of the *Rainbow Islands* player's guide.
On the disk: *Bombuzal* – the complete game!*

2 June 1991
And it just gets better! A giant Bullfrog interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*!
On the disk: *Kid Gloves* – the complete game!

3 July 1991
You want Core Design, CDTV, *F-15 Strike Eagle 2, Deuteros*, and *Toki*? – this is the place to come!
On the disk: *Exile* special world, *Prehistorik* preview, and great PD!*

4 August 1991
The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!
On the disk: *Beast Busters, The Executioner* & three great PD games!*

5 September 1991
All the new god sims compared.
Lemmings preview.
Mega lo Mania reviewed.
On the disk: *Barbarian 2* demo, plus five (five!) great PD games!*

6 October 1991
Midwinter 2, Cruise For A Corpse, Magic Pockets, Rodland and many more reviewed.
On the disk: *Rolling Ronny, Captain Planet, Bullfrogger* and still more!*

7 November 1991
Monkey Island 2, Indy Jones previews. *Formula One Grand Prix, Blues Brothers, Lotus 2, Robocod* reviewed.
On the disk: *Leander, Video Kid,* plus fabulous PD games!*

8 December 1991
Bumper Xmas hardware guide. *Populous 2, First Samurai, MicroProse Golf, Knights Of The Sky.*
On the disk: *Cisco Heat, Elvira Arcade* (one meg), best of PD!*

9 January 1992
Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV, Birds Of Prey* and more!
Double disk: *Knights Of The Sky* training section (one meg) & *Puggles.*

10 February 1992
Spring Game Guide. Reviews of *RoboCop 3, Another World, Leander* and more!
On the disk: PD Special – featuring *Mr Wobbly Leg, Raid* and *Squamble.*

11 March 1992
Mega lo Mania 2 – diary of a game. Platform games buyers guide. Reviews of *Harlequin, John Madden, Shadowlands.*
On the disk: *Pacific Islands* mission and three PD games!

12 April 1992
Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars, Titus The Fox, Vroom* .
Double disk: *Titus The Fox, Project X,* plus *Rome* (one meg only).

13 May 1992
Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apidya, Project X.*
Double disk: Demos of *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Footy games preview, joystick guide. Reviewed: *Fire & Ice, Addams, Eye Of The Beholder 2, Pushover.*
Double disk: Playable levels of *Legend* and *Aqua Ventura.*

15 July 1992
Reviews! *Wizkid, Sensible Soccer, Monkey Island 2, Lure of the Temptress* and (of course) much more.
Double disk: *Galactic, Amega Race, Number Fumbler,* Mental Image shareware.

16 August 1992
Shoot-'em-up guide. Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan, Might & Magic 3.*
Double Disk:
D/Generation Level Two, Troddlers, and *Locomotion.*

17 September 1992
Pop stars and their games. Guide to multi-player games. Reviewed: *Premiere, Bug Bomber, Fascination.*
Double Disk: *Top Secret, Beast Master, Captain Dynamo.*

18 October 1992
The Ultimate Autumn Preview. Where are they now? Reviewed: *Zool, Putty, Lotus 3, Troddlers,* and *Beast 3.*
On the disk: *Lotus 3* and *Tearaway Thomas.*

19 November 1992
Industry giants tell us how far the Amiga can go. Mindscape tell all too. Reviewed: *Assassin, Pool, Doodlebug,* and *Rome AD 92.*
On the disk: *Doodlebug* and *Metamorphosis.*

20 December 1992
Readers' Top 100. 1993 games. Reviewed: *Road Rash, BC Kid, Pinball Fantasies, Kyrandia.*
On the disk: *Lethal Weapon, Fire And Ice Xmas Special, Bill's Tomato Game.*

21 January 1993
Our (second) brilliant year. Is CDTV a Good Thing... or not? Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.*
On the disk: *Sensible Soccer* (special version), *CAP* and *Trolls.*

22 February 1993
The A-Z of Arcade Games (part 1), A Clone Again Or... Reviewed: *Street Fighter 2, Chaos Engine, Lionheart,* and *Alien*^{3}.
On the disk: *Alien*^{3}, *Arabian Nights,* and *Atom Smasher* (great PD).

23 March 1993
The A-Z of Arcade Games (part 2), and a bumper crop of reviews: *Legends of Valour, Sleepwalker, Transarctica, Ragnarok, Combat Air Patrol* and more! **On the disk:** *Body Blows* and *Sleepwalker.*

24 April 1993
Absolute Power – we rate every single Amiga game EVER! Reviews include *A-Train, Lemmings 2, Chuck Rock 2* and *Walker.* **On the disk:** *FA Premier League Football, Dong* and *Extreme Violence.*

* *Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible*

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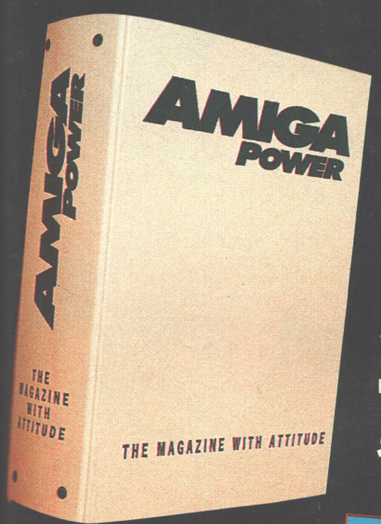

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THE VID

Oh, have we got a video? Well yes, actually, we have. And, even if we do say so ourselves, it really is a bit of a corker. If you want the very best in top tips and hot hints for *Formula One Grand Prix, Zool, Putty, Monkey Island 2, Lemmings, Myth, Pushover, Rome AD 92, Knights Of The Sky,* or *John Madden Football* then you'd jolly well better send off for The AMIGA POWER Tips Video right away. We've put together 58 minutes of top-notch playing guides just for you, and frankly we think you'd be more than foolish to miss it.

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BUDGET

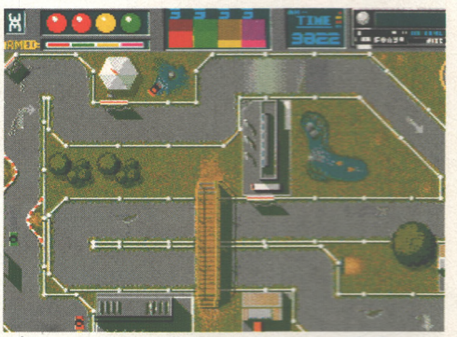
So you want to get your hands on some cool Amiga games? Well, this is where you start paying – in money. Not too much money, fortunately, because these are the budget pages – ain't nothing goin' on here but the rent.

CARNAGE

Publisher: Zeppelin
Price: £7.99
Release: Out now

Funny that. I've been playing this game on and off for a week now, and I've only just noticed that there's a blatant, hideous, and for all I know, entirely unintentional pun in the title. It would have rated higher if both bits of the pun had worked, for instance, if it had cartoon graphics of cars and was called 'Cartoon' I'd have been impressed, but I haven't the foggiest what a 'nage' is.

There are only a few things to say about this one. I like it, and it's one of those *Super Sprint* games where you race round in cars and view the tracks from above. Not that it's got the hallmarks of being a good game. On first inspection, your reaction is to go "Bluurg". I mean, look at the screenshot, the cars are all single-colour and about two pixels square, and there's no excuse to use any gratuitous parallax scrolling. Even when you first play it, you get the feeling that this is a real dog with fleas.



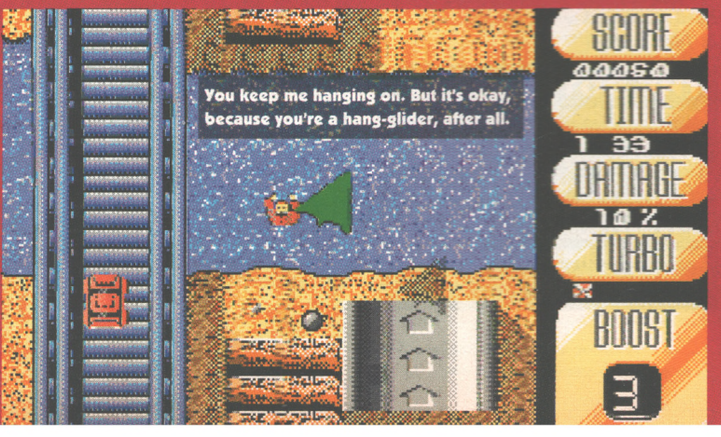
The road is long – with many a winding turn. It's not 'heavy' – it's a car race.

Then you start playing with a friend, or even three other friends, find out you can drop land mines, and even get to grips with the seemingly over-responsive control system that initially lets you do nothing but crash into walls and drive round in circles.

Congratulations, you've passed the game-event horizon, where you can actually play the game, and what jolly, unpretentious fun it is too. Obviously, there's nothing ground-breaking here as race games of this type go back to the days when colour meant sticking coloured plastic strips over your telly. There are, however, 16 circuits, and some of them are real toughies. The tracks cross over where it runs out of good points. There's very little control, very little gameplay, and no variation to speak of, despite the different scenarios. A bit nob, even at two quid.

I really liked *Pro Powerboat* when it was first released about two-and-a-half years ago, and I must admit I've still got a bit of a soft spot for it. It's even more *Spy Hunter*-ish than *Nitro Boost Challenge*, except set on water, and while it's very basic and none too fast, it's got some really nice ideas and there's many an hour's simple fun to be had. Sweet, and for two quid it's possibly the bargain of the month.

...Or maybe that honour should go to *Violator*, since it's the best of the four games collected here. A vertically-scrolling shoot-'em-up borrowing heavily from *Flying Shark*, this is a top example of what Code Masters do best – no nonsense, no frills, just good old-fashioned arcade japery – and I like it, so there.



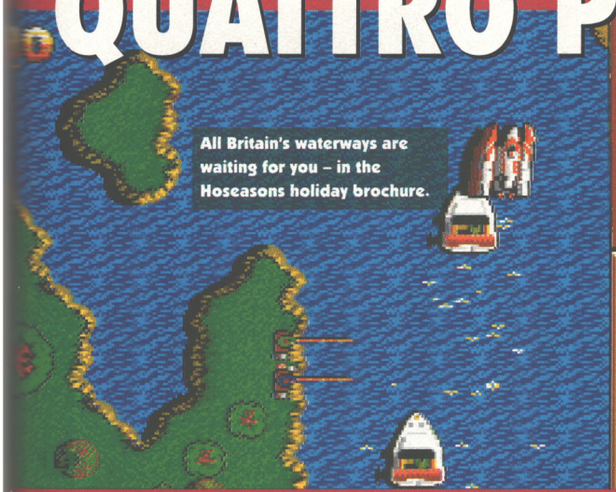
So, in time-honoured compilation-reviewing style, here's the bit where I sum – NO! NO! FIGHT THE ROUTINE! BUCK THE TREND! SMASH THE SYSTEM! WE DON'T NEED NO THOUGHT CONTROL! I SAY, I SAY, I SAY! WHAT DO YOU CALL A MAN WHO'S REALLY USEFUL TO HAVE AROUND THE OFFICE? ANDY! WHAT'S PINK, FLUFFY AND UNEMPLOYED? BAR – *(Take two of these and go and lie down in a darkened room forever. – Ed)*

● *STUART CAMPBELL*

THE BOTTOM LINE
Fair-enough-really compilation, worth splashing out a piddling eight quid on for the two decent games, and even the not-so-good ones aren't a rip-off at this price. And that's just about that, really.

73 PERCENT

QUATTRO POWER MACHINES



You'll have fun, fun, fun – until you crash.

Publisher: Code Masters
Price: £7.99
Release: Out now

We haven't seen one of these little Codies compilations for a while, as they've been concentrating on big-money efforts like *Dizzy's Excellent Adventures*. After the debacle of *Crystal Kingdom Dizzy*, it's nice to see that they haven't given up totally on the cheapies that made their name. *Quattro Power Machines* gives you four games for less than two quid each, so you'd have to be a pretty mean-minded and nasty sort of individual to pick fault with it. Hey, someone call my name?

Grand Prix is a *Super Sprint* clone that looked fairly respectable when it first appeared, er, quite a while ago, but its slippy-slidey control and stop-start gameplay look really poor now when set up alongside something like *Carnage*. There are a lot of options to fiddle with to extend the game's life (well, you can race lots of different kinds of vehicles, anyway), but, sadly, none of them make it very much fun to play any more.

Nitro Boost Challenge is one of the Codies' first-ever Amiga games, and it shows. It's a vaguely *Spy Hunter*-ish game about a stuntman performing impressive feats of driving against the clock, but that's about

each other repeatedly, and there are even a few where you loop back and face the tail-enders head on, which is just a startling stroke of genius.

● *MARK WINSTANLEY*

THE BOTTOM LINE

Four-player games are always fun, as is blowing up your mates. What's more, this is imaginative and challenging (certainly the toughest one-player *Super Sprint* clone I've seen, which is a good thing), and it beats most other contenders in the genre hands down. Looks duff, but so what?

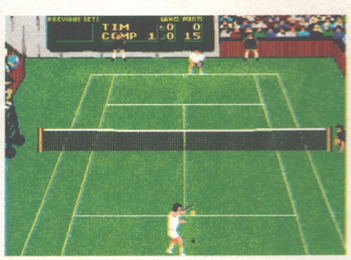
84 PERCENT

INTERNATIONAL TENNIS

Publisher: Zeppelin Platinum
Price: £7.99
Release: Out now

Tennis was the subject of the very first video game, *Pong* – you know the one where you get two white rectangles either side of a white line which knock a white block around. Things have certainly moved on since then. We have a few more colours for a start, and no longer do you control a disembodied 'bat', but a little pixellated human being, with his own racket, shorts and designer sweat bands.

On the gameplay side, there have been no significant improvements since *Pro Tennis Tour* was released, oooh, four years ago. *International Tennis* is actually very similar to *PTT*, but the extra control options enable you to produce smashes, slices and those infuriating little drop shots that just plop over the net and give your opponent a cardiac arrest when he just doesn't manage to get to them.



You can't hurry love – but you can quickly establish a commanding 40-15 lead.

Another good thing is the number of player options which include all sorts of permutations of you, a friend and the computer. For example, you can play your pal at singles, or you can both team up and play the computer at doubles. The computer itself plays well, although the animation is a bit lumpy, and the graphics are hardly astounding. The sound consists of the typical clonk of bat on ball, and a commentator who sounds more like Darth Vader than Dan Maskell.

What *International Tennis* lacks are a tournament mode, grandslam tours and all that tennis-y kind of atmosphere that you get with *Pro Tennis Tour*. Still it's a good play, and if you're looking for a one- or two-player tennis sim then this is about as good as they get on the Amiga.

● *TIM TUCKER*

THE BOTTOM LINE

Inferior graphics and sound, but the gameplay is all there. There's an impressive array of options, although a tournament mode would have been a bonus. But at £7.99 for a decent tennis game there's hardly much room for complaint, eh?

64 PERCENT

PINBALL MAGIC

All together now:
Ever since he was a young boy,
Stuart's played the silver ball...

From Soho down to Brighton,
He must have played them all...

Publisher: Kixx
Price: £9.99
Release: Out now

Dreams, *Fantasies*, *Wizard*, *Magic* – pinball games these days do seem to have a terribly orcs-and-goblins kind of air about them, don't they? *Pinball Dungeons And Dragons* can be but the blink of an eye away. But anyway, after the huge success of Digital Illusions' brace of classics, here's a pinballing blast from the past resurrected by Kixx. Originally released by Loriciel, *Pinball Magic* shows a typically French weirdness in its approach. This isn't so much a simulation of real pinball as a computer game based on the pinball concept. You play not on one long table but on a series of 12 little stubby ones, each with a bare minimum of features (maybe a couple of bumpers, a couple of kick-out saucers and a set of drop targets) with letters beside them. Hit the targets and the letters light up, and when you've lit up all the letters on a screen (not necessarily hitting all the targets – most screens have letters duplicated on different features) a door at the top of the table will open up, through which you can shoot the ball to reach the next table. Doing this gives you a load of extra balls, missus, and once you reach a table you can't be relegated to a previous one again until you've lost all your balls. But, hey – that's enough about the plot.

But he ain't seen nothing like this – in any amusement hall.

It's a strange game, this. The feel is akin to one of those really old mechanical pins you see occasionally in seaside holiday resorts (helped by the clanky sound effects), and also a lot like the little-known and exceptionally old Spectrum game *Pinball Wizard*. The idea of having to work your way through the different tables isn't that far removed from console games like *Dragon's Fury* either, and it's a great idea that gives the game most of its compulsiveness. You can also fiddle with various factors, like the ferocity with which the ball rebounds off targets and, er, some other ones, which is nice. (In what's becoming a disturbingly familiar scenario, this is another US-Gold-related game with an appallingly inaccurate and useless manual – "set the parameters of the pinball", says the manual of the fiddling-around-with-things menu. What parameters? All you get is a set of icons, and I'll be blowed if I can work out what the one that looks a bit like a joystick silhouette with a horizontal line going through it just below the, er, knob, is supposed to represent. But anyway.) The action is broken up on the fourth and eighth levels, which are actually *Breakout* variants, and generally the whole thing moves along at entertaining pace.

This is a spiffy little game, and if it wasn't for the odd bug which causes the ball to go right through your flipper (or bounce back onto the playfield when you'd quite clearly lost it down the middle), it'd have scored even higher. It's still fun, though, and don't make the mistake of thinking you don't need it just because you've already got one of the big sellers. After all, a change is as good as a rest.

● *STUART CAMPBELL*

THE BOTTOM LINE

A nifty pinball game with a very different feel to *Dreams* and *Fantasies*. A good alternative if you're a bit skint, but worth getting even if you've got more money than skin cells.

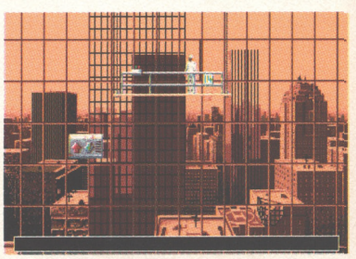
80 PERCENT

FUTURE WARS

Publisher: Kixx XL
Price: £12.99
Release: Out now

Future Wars is the everyday tale of an unsuspecting window cleaner who ends up in an intriguing and rather dangerous time-hopping situation and unveils a sinister alien plot to destroy the earth. It was dead popular, and original, when it came out, and it appears set to receive a bit of a revival on this budget re-release.

Graphically it's an impressive looking game from a French design team, if a little



I've seen things you people wouldn't believe – when I'm cleaning windows!

GVP

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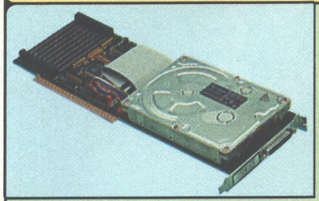

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'.. the build quality is excellent .. in terms of performance, their gear is the best .. their equipment is worth every penny'. 94% AMIGA FORMAT 9/92

PLUG-IN HARD DRIVE & ACCELERATOR OPTIONS

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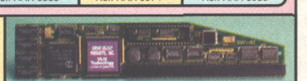

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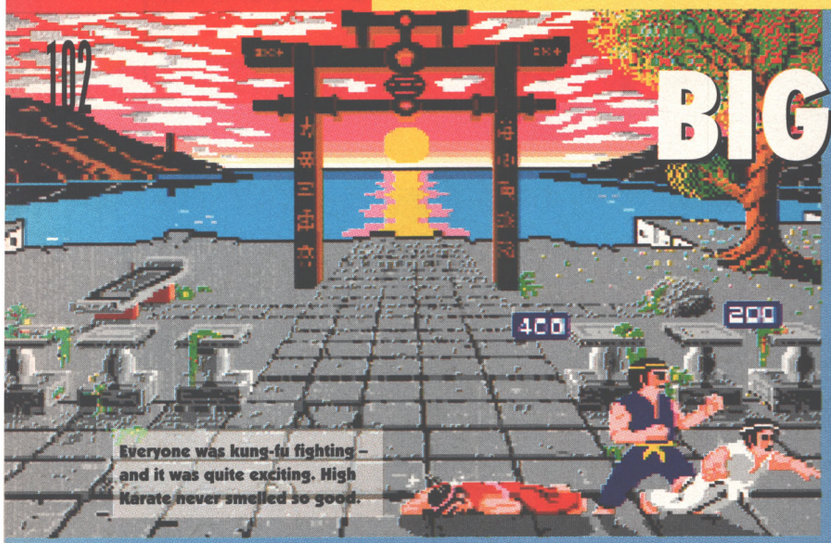
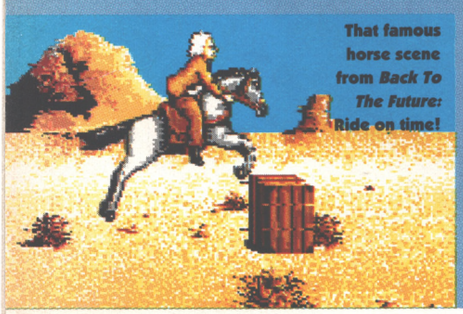


Everyone was kung-fu fighting – and it was quite exciting. High Karate never smelled so good.

BIG BOX 2

Publisher: Beau Jolly
Price: £29.99
Release: Out now

It certainly is. A 'Big Box', that is – as a refreshing change from the norm, this compilation comes in packaging that isn't just full of empty space, but more or less crammed full with no less than 12 disks. There are ten games spread across them, which means I'm going to have to be fairly brief about each.


That famous horse scene from *Back To The Future:* Ride on time!

Taking it from the top, *IK+* is still the AP crew's favourite beat-'em-up of all time. Fast, smooth, hilariously funny and enormously playable, if you really must go around pretending to kick people's faces in (which is, I suppose, at least better than going around doing it for real), then this is the by far the best way to go about it.

Next in order of grooviness is the brilliant Oriental puzzle *Shanghai*. Like *IK+*, it's a three-year fixture in the AMIGA POWER All-Time Top 100 and unbelievably engrossing for a game with no sound or moving graphics.

Then there's *R-Type*, the all-time classic Irem shoot-'em-up that launched a thousand revolting organic aliens into the consciousness of gameplayers everywhere. The Amiga conversion isn't perfect, but its heart's in the right place and, apart from being a bit on the easy side, it's as much fun now as it was in 1986 or whenever it came out in the first place.

That's about it for real classics, but *Back To The Future 3* is a good laugh. A multi-parter themed fairly closely on the film, its mix of good old-fashioned arcade sequences got it a reasonably good review in AP on its original full price release, and now it's a definite bargain at three quid.

Into the mid-range of the compilation now, where we find stuff like *TV Sports Football*, a well-regarded but age-showing strategy effort that frankly looks a bit lost in the modern-day era of *John Madden*. Still fun, but fairly unexciting.

Then there's *Bombuzal*, straight off AP's issue one coverdisk. This is a real brain-teaser of a puzzle game, with lasting appeal shown by its fairly recent conversion to the Super NES. In the unlikely event that you haven't somehow come across a copy by now, it's still worth a few plays.

Registering a little further down on the interesting-o-meter we've got *Armalyte*, a brutally hard and charmless shoot-'em-up in the style of *R-Type*. Unfortunately, *Armalyte* looks nice but isn't any fun at all. And after that, things start to get pretty grim.

The Real Ghostbusters is a confusing and seemingly pointless mazey blaster which looks awful but is actually significantly worse than that. Next up, *Defenders Of The Earth* has its roots in a dismal 8-bit budget game and it shows.

Space travel's in my blood – there ain't nothing I can do about it. But killing aliens helps.

Rounding off the collection of ten is *Sinbad And The Throne Of The Falcon*, an early Cinemaware title with seriously C64-era graphics and a ridiculous beat-'em-up sideline. It's a nightmare to play, so I wouldn't even bother trying if I was you. Just use these disks to save *Lemmings 2* positions on, or something.

● *STUART CAMPBELL*

THE BOTTOM LINE
The proverbial mixed bag, but *Big Box 2* comes out as a good deal on the strength of *R-Type*, *Shanghai*, *IK+* and *Back To The Future 3*. A wide-ranging mix, and not a bad starter pack for new Amiga owners.
71 PERCENT

dated by today's standards. It's also got a great plot, which does the essential job in an adventure of keeping you interested long enough to finish it. The control system is the usual point and click method, and it certainly works well. Some of the puzzles are a bit tough, though, and it's more than a little irritating when you have to load back up to a previous point in the game just to pick up a single carrier bag that you didn't notice before.

Still, a game like this needs to be tough, otherwise it's over too quickly *(Sound words, Tim. Sound words! – Ed)*. Adventure fans will certainly want to check it out, despite the irritating factors.

● *TIM TUCKER*

THE BOTTOM LINE
If you missed it first time round, then it's a good time to turn on to this little classic from the past. Ultimately it's not as satisfying as some of the really great adventures we've seen in recent years, like your *Monkey Islands* and *Curse of Enchantias*, but there's enough here to keep the most ardent adventurer off the streets for a few weeks.
69 PERCENT

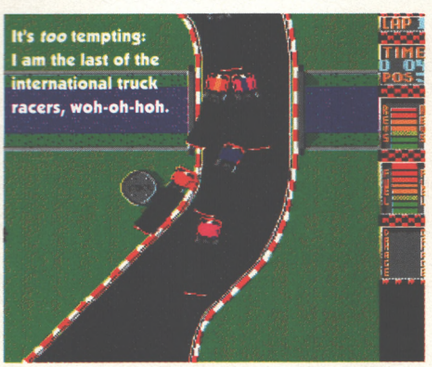
INTERNATIONAL TRUCK RACING

Publisher: Zeppelin
Price: £7.99
Release: Out now

In another incarnation I write for a dead spiffy mag called Commodore Format, which is devoted to the Amiga's older relation, the C64. This isn't just a plug *(No, but it works just as well – Ed)* – I mention it for a reason. Y'see while I was playing *International Truck Racing* my mind kept wandering and I had difficulty remembering which magazine I was reviewing the darned thing for.

International Truck Racing looks and plays like a C64 game. Okay, so there are a few more on-screen colours, but the graphics are so primitive only an archeologist could get excited about them. The trucks themselves are little more than articulated shoeboxes, for heaven's sake. This game does not exactly stretch the Amiga to its limits – frankly, the machine barely has to be turned on to handle *International Truck Racing*, guv.

The game takes the form of a league that's played out on six different tracks around Europe. Before each race you have to drive a qualifying round; the faster you manage to complete that the better placing you get on the grid. When you race for real, ramming opponents and cutting corners are not so much allowed as necessary – so be careful. It's easy for your vehicle to get wrecked if you're shunted too often or drive off the track too much. There are pits to visit on each track, but using them wastes time.



It's *too* tempting: I am the last of the international truck racers, woh-oh-hoh.

You earn points if you pass the chequered flag in first, second or third place and if you've got the most points at the end of a season then you get to move up to the next league.

And, er, that's about it. It's deathly slow, even on the 1200, and this can't be excused by the fact that you're driving lorries instead of cars. Okay, trucks can't zoom about like Formula One Lotuses, but they can still shift. Steering the trucks is heavier than you'd find with normal motor racing games while accelerating and braking is much more gradual, but these effects still don't make the game different enough to make it anything more than a slow-motion racer.

Couple this with gameplay that progresses about as much as a World War 1 trench on a wet Wednesday evening, and you really haven't got a very exciting game.

● *DAVE GOLDER*

THE BOTTOM LINE
A humdrum racing game that's not so much bad as dull. The trucks do handle differently to cars but the gameplay is repetitive, and it's so slow!
48 PERCENT

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Everybody is not the same. We have different views and opinions. We are all individuals *(I'm not! – Ed)*.

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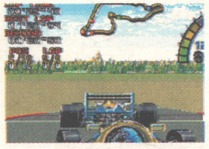

NIGEL MANSELL A1200

LINDA BARKER	Wadi marvellous ★★★★★	Lush 'n' gorge ★★★★★	Can I have another go? ★★★★★	Haven't played it	Good dinosaurs ★★★	's alright ★★	Terraform-tastic ★★★★★	Snoozing in the pits ★★
STUART CAMPBELL	Seems slow, but then – wow! ★★★★★	Fairly astonishing ★★★★★	Best platformer in ages ★★★★★	None too action-packed ★★★	More fun than it seems ★★★	Rock hard but soulless ★★★	Classic at rip-off price ★★★★★	Dull and unexciting ★★
DAVE GREEN	Too much fun ★★★★★	Too well animated ★★★★★	Haven't played it	Too realistic ★★★★	Too jerky. Oo-er ★★★	Too hard ★★★	Haven't played it	Too moustachioed ★★★
JONATHAN DAVIES	Nice ★★★★★	Haven't played it	Haven't played it	A flight sim ★★★★★	Utterly cretaceous ★★★	Haven't played it	Too expensive ★★★★	Hardly fast lane stuff ★★★
MARK WINSTANLEY	War Toys = Boy Toys ★★★★★	Awesome ★★★★★	Tassled Rug-tastic ★★★★★	Memphis Belle-mungous ★★★★	Come back Raquel Welch ★★	Dull and unrewarding ★★★	Essential but overpriced ★★★★★	It's enhanced? ★★★
TIM TUCKER	*Dessert Strike* more like ★★★★★	Fluid and dynamic ★★★★	1001 reasons to buy ★★★★	More than a flight sim ★★★★	Nice costume ★★★	Seen it all before ★★★	Crane to pick it up ★★★★	No real improvement ★★★★★

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NEXT MONTH

FOR FUTURE FUN

Coming soon – in the jolly June issue of AMIGA POWER you'll find reviews of all the latest games including *Universal Monsters*, *Creepers*, *Gunship 2000*, *Goal* and *FA Premier League Football*. It's hot, it's happening *plus* it's going to have a round-up of the snookiest-wookiest, cutest games ever. Pip pip!

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AMIGA FORMAT SPECIAL

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The first week of March 1993 sees something very, very special coming from the makers of *Amiga Format* the world's best-selling magazine for the Amiga... *The Encyclopaedia of the Amiga* is jam-packed with facts, details and inside info about your machine. We will tell you about the history of the Amiga, about the companies that support the machine, and about the software and hardware that makes the Amiga the best home computer ever. And we'll tell you much more than that too. It all comes down to more power to you, so don't miss it...

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THE BOTTOM LINE

It's the original and best. If you want to know which of the many recent games can make the best claim on your hard-earneds, this is the place to look. Oh, and to forestall any dumb letters, the blue entries are the new ones.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the initials of the reviewer responsible for this verdict. This is followed by a quick mini-review of the game and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MB – Matt Bielby ● MR – Mark Ramshaw ● MS – Matthew Squires ● MW – Mark Winstanley ● NW – Neil West ● RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● TN – Tim Norris ● TT – Tim Tucker

A-TRAIN
Ocean £34.99

AP24 82% RL
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's a rarity. ★★★★

THE ADDAMS FAMILY
Ocean £25.99
AP14 88% MB
Highly simplified *Mario* clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

AIR BUCKS
Impressions £29.99
AP17 70% MR
Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* as a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALIEN^3
Acclaim £25.99

AP22 85% GP
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. ★★★★

AMERICAN FOOTBALL COACH
Composer Software £14.95
AP14 21% NW
John Madden Football without the groovy graphics, exciting strategy/arcade blend, competent programming and pretty much everything else. ★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute but we think we'll wait for *James Pond*^{3}. ★★★

AQUAVENTURA
Psygnosis £25.99
AP16 38% AP
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

ASHES OF EMPIRE
Mirage £34.99

AP16 80% RL
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

ASSASSIN
Team 17 £25.99
AP19 89% MS
Overall a great game. Nothing really to drag it down except perhaps a lack of originality. It looks great, it's chock-full of features and entertaining baddies and it's fairly simple to control. This is how most arcade conversions should look, but don't. ★★★★

AV-8B HARRIER
Domark £39.99

AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. Even on the A1200 it's on the dull side, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★ for A1200)

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
Well, it's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE SCENARIO DISK ONE
Ubi Soft £19.99
AP18 78% MR
As data disks go this one is good value for money. *Battle Isle* fans, this is the place to come for lots more scenarios and lots more playing time. ★★★

BAT 2
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. An unusual hybrid that works well. Nice one. ★★★★

BC KID
Ubi Soft £25.99

AP19 89% GP
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP21 81% TT
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. With a hundred levels involving all sorts of puzzles, this will keep you going for ages. ★★★★★

BODY BLOWS
Team 17 £26.99

AP24 89% TT
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of accuracy. The only downer is how long you can bash your mates before it gets boring. ★★★★★

BUG BOMBER
DMI £25.99

AP17 83% SC
Er, well basically it's *Dynablaster* with twiddly bits. It's slightly better than *Dynablaster* as a one-player game but *DB* beats it for multi-player fun and good looks. Overall, though, dead fab. ★★★★

BUNNY BRICKS
Silmarils £25.99
AP19 36% AP
Breakout meets baseball meets a bunny. Bad. ★

CAESAR
Impressions £29.99

AP19 84% DG
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CALIFORNIA GAMES 2
US Gold £25.99
AP18 52% RR
This will receive a fair recommendation when it arrives in the budget bin where it belongs. The only truly surprising thing about *California Games 2* is the price. £25.99? Get real, dudes. ★★

CAMPAIGN
Empire £34.99

AP19 83% JD
And here's another decent wargame. *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, and probably still a bit much for zapping fiends, but a lovely game for anyone with the slightest beam of light creeping through the closed door of their mind. ★★★★

CARL LEWIS CHALLENGE
Psygnosis £25.99
AP17 83% DG
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

THE CASTLE OF DOCTOR BRA!N
Sierra £34.99

AP18 61% DG
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. Not a very large game. ★★

CATCH 'EM
DMI £25.99

AP18 69% RP
If you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliins* then perhaps you could make something of *Catch 'Em* too. Try it, you might like it. ★★★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 38% JD
A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Krisalis' *Graham Taylor Management* game instead. ★

THE CHAOS ENGINE
Renegade £25.99

AP22 89% SC
The Bitmaps return with an absolute

corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable. ★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% MW
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters. ★★★★

CIVILIZATION
MicroProse £34.99

AP16 80% GP
The idea of god sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% MW
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*. ★★★★★

THE COOL CROC TWINS
Arcade Masters £25.99

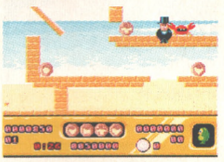
AP16 65% MS
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

COOL WORLD
Ocean £25.99
AP21 59% TT
Enjoyable platform game with flawed, clumsy character control as its main problem. There's nothing special or original here, and the connection to the film is tenuous to say the least. ★★

CRAZY CARS 3
Titus £25.99

AP16 88% MR
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★★

CRAZY SEASONS
Idea £25.99



AP17 73% LB
Cutesy, platform puzzler featuring an overweight penguin trying to save the universe. Not exceptionally original but very playable. ★★★★

CREATURES
Thalamus £25.99

AP24 20% SC
A cutesy, platformer type of affair where the only real entertainment comes from the single-screen torture scenes. Pixel-perfect jumps prove tiresome, and come to think of it, so do most of the other features. Not at all a fun experience. ★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99

AP23 25% SC
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date, so making it cost three times as much as the rest has to be a bit of a mistake. ★

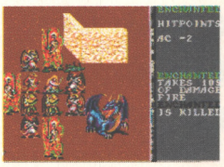
CURSE OF ENCHANTIA
Core Design £34.99

AP19 87% LE
A game that could well out-monkey *Monkey Island*. With such a high degree of humour this adventure is well on its way to becoming a classic. It's slightly overpriced and some of the puzzles are a little obscure but these are minor quibbles. Overall this is a great game. ★★★★

CYBERBLAST
Innerprise Software Inc £25.99
AP17 61% GP
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well but isn't overly interesting. ★★★

CYTRON
Psygnosis £29.99
AP21 61% SC
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze shooting other robots and splitting up into two little robots occasionally. Lots of other options liven things up, but only for a few minutes. ★★

DARK QUEEN OF KRYNN
SSI £32.99



AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though. ★★★

DARKSEED
Cyberdreams £34.95

AP22 88% MW
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach. ★★★★★

DELIVERANCE
21st Century Entertainment £25.99
AP14 75% JD
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

D/GENERATION
Mindscape £19.95

AP16 88% JD
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★★

DISCOVERY
Impressions £29.99
AP15 75% JD
Ships, history, and the anniversary of Columbus' 'discovery' of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga". Quite. ★★★★

DOJO DAN
Europress Software £25.99

AP16 66% GP
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has its moments and is quite pretty to look at. ★★★

DOODLEBUG
Core Design £25.99
AP19 83% SC
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it certainly gives them a run for their money. ★★★★

DRAGON'S LAIR 3: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DREADNOUGHTS
Turcan Research Systems £34.95
AP14 80% JD
A naval strategy wargame that Jonathan liked? Nurse! ★★★★

DUNE
Virgin £30.99

AP15 81% DG
A highly polished adventure which is more of a strategy game-cum-animated-book. It should appeal to both adventurers and non-gaming fans of the book alike. ★★★★

DUNGEON MASTER/CHAOS STRIKES BACK
Psygnosis £25.99
AP21 81% AP
Standard RPG stuff packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both, depending on your views on RPGs. ★★★

DYLAN DOG
Simulmondo £25.99
AP16 29% RP
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

EPIC
Ocean £30.99

AP15 34% KF
Put that wallet away. The only thing that's epic about this one is is how long we've had to wait for it. It scores on the graphics, and can be fun, but really – it's no game. ★

ESPAÑA GAMES '92
Ocean £29.99
AP17 38% MS
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

EUROPEAN CHAMPIONS
Idea £25.99
AP17 4% SC
Our lowest ever mark. 'Nuff said? ★

EUROPEAN CHAMPIONSHIP
Elite £25.99
AP16 59% SC
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate same. It doesn't look as if they did. As a footy game it's okay, but not up to the standard set by *Sensible Soccer* and *Striker*. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 64% NW
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★★

EURO SOCCER
Flair Software £25.99
AP22 39% JD
Yet another game which fails to challenge *you-know-what* as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under 'S'. ★★

EYE OF THE BEHOLDER 2
SSI/US Gold £35.99

AP14 86% KF
Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think very carefully before buying both. ★★★★

EXODUS
Demonware £29.99

AP22 58% DG
Very hard to get into, with no help from the manual. Loads to tackle if you can manage to break through, but not particularly rewarding unless you're prepared for months of space exploration and engine maintenance. ★★

FASCINATION
Tomahawk £29.99

AP17 67% JD
Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

FIRE AND ICE
Renegade £25.99

AP14 88% MR
Magic Pockets, but fast and good. ★★★★★

FIREFORCE
ICE £25.99

AP19 56% SC
Green Beret for the '90s. The 1890s, that is. ★★

FLOOR 13
Virgin £30.99
AP14 75% MS
Tense and atmospheric sim of a covert department of the Secret Service. Plausible, and wonderfully gripping, if a bit expensive for a game with no colour or moving graphics. ★★★★

FOOTBALL CHAMP
Simulmondo £25.99
AP17 53% GP
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be, and has been, done much better. ★★

G-LOC R360
US Gold £25.99
AP18 7% LE
Possibly the most dismally programmed, boring and unimpressive piece of software we've ever seen. It's expensive, tacky, and rubbish. 'Nuff said. ★

GOBLIINS
Tomahawk £25.99

AP16 79% MR
Whatever it is they give those French game designers, we'll have doubles. *Gobliins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP21 78% MW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go. ★★★★

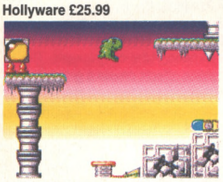
GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99

AP16 82% AP
Poor old Graham gets a lot of stick these days and there are many that would say he deserves it. Apparently he was involved in the development of this football manager sim and, if that's the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

GUY SPY
ReadySoft £29.99
AP17 33% AP
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. ★

HISTORY LINE
Blue Byte £34.95
AP22 87% RL
Wargames don't come much better than this. A World War 1 strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do. ★★★★

HOI
Hollyware £25.99



AP17 60% GP
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★★

HOOK
Ocean £25.99

AP15 84% MR
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still jolly nicely formed.★★★★

HOSTILE BREED
Palace £25.99

AP15 82% MR
Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up. Sadly it's the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

HOT RUBBER
Palace £25.99
AP14 50% GP
Take-it-or-leave-it motorbike racer that looks pretty sad next to *Vroom* and *Super Hang-On*. ★★

HUMANS
Mirage £25.99

AP19 70% DG
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long, and the horrible controls don't help. ★★★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 41% AP
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. Livens up a bit as a two-player game but overall it's a bit of a duffer. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts & US Gold £34.99
AP21 90% GP
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this. ★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99
AP22 36% MW
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 78% MR
Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

ISHAR
Silmarils £29.99
AP15 78% KF
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the real meat of the action. ★★★

JAGUAR XJ220
Core Design £25.99

AP15 85% JD
Sadly this game hasn't improved on *Lotus 2*, with a lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite-based driving games, but *Crazy Cars 3* is now the firm office favourite. ★★★

JIM POWER
Loriciel £25.99
AP15 78% MR
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad. ★★

JOE AND MAC CAVEMAN NINJA
Elite £25.99
AP22 22% SC
Horrible graphics, tragic control system and uninspiring gameplay combine to make this a true turkey. Don't waste your cash. ★

JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
AP14 74% GP
A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. Good fun, but shallow. ★★★

KGB
Virgin £30.99

AP21 87% TN
An adventure game that steers well clear of the well-worn 'myth and magic' themes, and instead goes with a well-researched contemporary approach. The atmospheric graphics and numerous characters give it depth, but the linear storyline leaves little scope for exploration. ★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler. ★★★

LEEDS UNITED CHAMPIONS
CDS £25.99
AP21 74% AP
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. It also suffers from being inextricably tied to Leeds United football team, which means that however good it is, there are some people who just aren't going to buy it. ★★★

LEGEND
Mindscape £30.99

AP14 91% KF
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into – we can't think of a single serious flaw. ★★★★★

LEGEND OF KYRANDIA
Virgin £35.99
AP19 89% LE
Gorgeous adventure with an excellent difficulty curve, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

LEGENDS OF VALOUR
US Gold £39.99
AP23 88% MR
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright. ★★★★

LEMMING DOUBLE PACK
Psygnosis £29.99

AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price seems a shame. ★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99

AP24 92% SC
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original. ★★★★★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIONHEART
Thalion £25.99
AP22 88% MR
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time. ★★★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99

AP16 65% SC
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks any real depth. It looks okay and has a lot of good ideas but overall it doesn't really make it. ★★★

LOCOMOTION
DMI £25.99
AP19 84 SC
Arrange the tracks so the trains don't crash. Fun that the whole family can join in with, *Locomotion* is also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built-in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORDS OF TIME
Hollyware £25.99
AP19 53% JD
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

LOTUS 3
Gremlin £25.99

AP18 74% MS
Crazy Cars 3 creams *Lotus 3* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

LURE OF THE TEMPTRESS
Revolution £30.99

AP15 88% MS
Not nearly as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks (and, for the xenophobes among you, it's British). It doesn't contain as much humour as *MI2*, but if you prefer the slightly more serious approach to adventures you'll love it. You won't be disappointed. ★★★★★

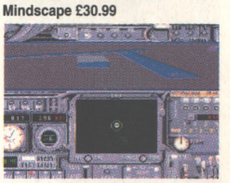
McDONALD LAND
Virgin £25.99
AP19 67% JD
Uninspiring 8-bitty NES-y formula

platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

THE MANAGER
US Gold £25.99
AP14 36% SC
Everything that's tedious and inept about football management games can be found in this hopeless pile of old crap. A million statistic screens and incomprehensible icons make *The Manager* knuckle-chewingly painful to play, with no redeeming features at all. Avoid desperately. ★

MATCH OF THE DAY
Zeppelin £25.99
AP19 51% AP
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. Everything about it says "Go for one of the other management sims". ★★

MEGAFORTRESS
Mindscape £30.99



AP16 82% RL
Pull on that battered leather flying jacket, polish up your Ray-Ban Aviators and be the pilot of a B-52. At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

MEGATRAVELLER 2
Empire £29.99

AP16 60% AP
A positively massive sci-fi FRPG with everything including the kitchen sink. Great scope for independent exploration and 'doing your own thing'. *Megatraveller* was deep, the sequel is even deeper – it just doesn't have any water in it. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

MIGHT & MAGIC 3
New World Computing £35.99

AP16 87% RP
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. It's got auto-mapping; effective combat; big, deep realistic gameplay; and almost everything else you could ever want. The sound and animation aren't up to

much but they never are. *M&M 3* is a real sweetie. ★★★★

MILLE MIGLIA
Silmulmondo £25.99
AP15 53% MB
A slow, vintage car-style driving game dressed up in authenticity and nostalgia. Great for fans of the classic car, of dubious worth for the rest of us. If you like fast driving games, go for *Crazy Cars 3*. ★★

MONKEY ISLAND 2
US Gold £37.99

AP15 90% GP
A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained and on your toes. ★★★★★

MOTORHEAD
Virgin £15.99

AP21 71% MW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look. ★★★

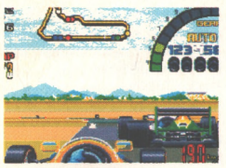
MYTH
System 3 £25.99
AP15 67% GP
System 3 get an 'A' for effort. *Myth* is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth, and some of the puzzle logic is crazy. ★★★

NICK FALDO'S GOLF
Grandslam £34.99

AP22 88% TT
Fast, pretty and enormously satisfying to play, this is the best golf game for your Amiga, with only *PGA Tour Golf* to challenge it. There's a very accurate golf feel to it which will please fans of the game but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it. ★★★★★

NICKY BOOM
Microids £25.99
AP21 50% GP
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored. ★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99
AP21 78% TT
It's a racing game, and no better or



worse than many others on the market today. It's fun to play though, and the large number of courses and interesting background graphics should give it a long shelf life. The sound's a little weak, but it's a small complaint for such a good game. ★★★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at. ★★★

NO SECOND PRIZE
Thalion £25.99

AP19 84% TN
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot. Very nice. ★★★★

OPERATION COM-BAT
Merit Software £25.99
AP16 39% RP
It's a wargame and it's not very good. Okay? ★

PALADIN 2
Impressions £29.99

AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you discover it's got no real substance whatsoever. Still, the construction kit extends the life a little bit. ★★★

PAPERBOY 2
Mindscape £25.99
AP17 28% RP
If you want to be a paperboy, get a job delivering papers. ★

THE PERFECT GENERAL
Ubi Soft £34.99

AP16 75% RP
Just when you thought it was safe to generalise about wargames being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other. ★★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★

PIRACY
ICE £29.99
AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PLAN NINE FROM OUTER SPACE
Gremlin £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a 'free' video cost more than Gremlin's standard releases? ★★

POOL
Virgin £25.99
AP19 82% SC
The follow-up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead. ★★★★

POPULOUS 2: THE CHALLENGE GAMES
Electronic Arts £14.99
AP21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only. ★★

PREMIERE
Core Design £30.99

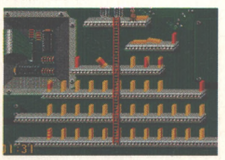
AP17 84% MR
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. If Bruce Willis were a computer game, he'd probably be *Premiere*. ★★★★

PREMIER MANAGER
Gremlin £25.99
AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process. ★★★★

PROPHECY
Mirage £25.99
AP17 29% SC
Very, very like *Super Wonder Boy*, only not as good. ★

PSYBORG
Loriciel £25.99
AP14 65% GP
Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin for a full price product. ★★★

PUSHOVER
Ocean £25.99



AP14 79% MR
Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-toppling game on the Amiga, though. ★★★

PUTTY
System 3 £25.99

AP18 90% MR
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around. ★★★★★

RAGNAROK
Mirage £34.99
AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not. ★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

RED ZONE
Psygnosis £25.99

AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss. ★★

RISKY WOODS
Electronic Arts £25.99
AP15 82% MS
Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must. ★★★★

ROAD RASH
Electronic Arts £25.99

AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*. ★★★

ROBOSPORT
Ocean £29.99
AP21 64% RL
Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be. ★★

ROME AD 92
Millennium £25.99

AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure. ★★★

SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed. ★★★

SAMURAI: THE WAY OF THE WARRIOR
Impressions £29.99
AP14 55% AP
Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninja fetishists. ★★

SENSIBLE SOCCER
Renegade £25.99

AP15 93% SC
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two-player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it! ★★★★★

SENSIBLE SOCCER 92/93 SEASON
Renegade £25.99 stand alone /£3.95 upgrade
AP21 94% SC
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead. ★★★★★

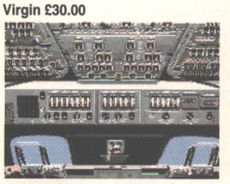
SHADOW OF THE BEAST 3
Psygnosis £29.99

AP18 71% SC
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two *Beast* games and there's no free T-shirt (that's a very big plus, by the way). There's just not very much to it. ★★★

SHADOWORLDS
Krisalis £25.99

AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00



AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★

SIM ANT
Ocean £34.99

AP14 59% MB
Some of the most appalling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it. ★

SIMEARTH
Ocean £34.99
AP17 41% JD
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SLEEPWALKER
Ocean £25.99
AP23 84% SC
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it. ★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99

AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Oooooohh. ★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically. ★★★★

SPOILS OF WAR
Internecine £29.99
AP14 45% JD
Tedious rubbish. There is no truth in the rumour that wargames have to be dull to be realistic. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards. ★

STARUSH
Ubi Soft £25.99
AP14 64% SC
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not really worth buying either. ★★★

STREET FIGHTER 2
US Gold £27.99

AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF 2* was without doubt the best beat-'em-up on the Amiga. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two-player game, a little less fun for one. ★★★★

STRIKER
Rage £25.99

AP15 76% SC
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

SUPER TETRIS
MicroProse £29.99
AP17 54% SC
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

SWORD OF HONOUR
DMI £25.99

AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT
A console beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun. ★★★★

TENNIS CUP 2
Loriciel £25.99

AP17 72% MS
The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores, what more could you want? ★★★★

3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

TINY SKWEEKS
Loriciel £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though. ★★★★

TOUCHDOWN
Strike Force £14.99

AP15 48% NW
Slick presentation keeps up the pace of a technically sound, if not particularly enthralling, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

TRANSARCTICA
Silmarils £29.99
AP23 64% MW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff. ★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99

AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far. ★★

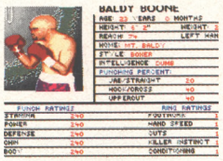
TRODDLERS
Storm £25.99

AP18 89% AP
The best elements of some of the best styles of gameplay in history combined in one cute package, and it works. Two styles combine to make a classic game in its own right. It's better than *Lemmings*, allegedly. ★★★★★

TROLLS
Flair £25.99

AP21 83% MW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. ★★★★

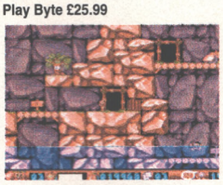
TV SPORTS: BASEBALL
Mindscape £25.99
AP15 52% NW
Well put together, but very tedious after an hour or so. If you do want



baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

TV SPORTS BOXING
Mindscape £14.99
AP19 56% AP
Well, it's the best job anyone's made of a boxing game so far. Sadly, it's still a boxing game, and it leaves a fair bit to be desired in the lasting-appeal department. ★★

UGH!
Play Byte £25.99



AP15 79% MR
A laugh and a half, *Ugh!* offers you excellent one- or two-player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★★★

UTOPIA: THE NEW WORLDS
Gremlin £14.99

AP14 60% SC
Er, some new worlds for *Utopia*. They're okay, really. Is it just us or is £15 a lot of money for a data disk? ★★★

VEKTOR STORM
Inova Games £29.99
AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★

VIKINGS
Krisalis £25.99

AP16 81% MR
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy-to-use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends. ★★★★

WALKER
Psygnosis £29.99

AP24 85% MW
Strut around in a huge metallic blue chicken and kill everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster. ★★★★

WAXWORKS
Accolade £34.99

AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status. ★★★★

WING COMMANDER
Mindscape £34.99
AP21 55% MR
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so

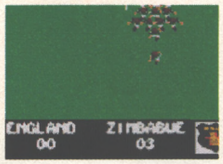
bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups. ★★★★ (for the... A1200)

WINTER SUPERSPORTS 92
Flair £25.99
AP15 61% GP
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

WIZKID
Ocean £25.99

AP15 91% MR
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer. ★★★★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99



AP14 86% MS
Dramatically-improved version of the earlier game, right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (à la *John Madden Football*) is neat, too. ★★★★

WWF EUROPEAN RAMPAGE
Ocean £25.99

AP22 18% JD
Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. Don't bother. ★

ZOOL
Gremlin £25.99

AP18 90% LE
Rightly heralded as a *Sonic* beater. It's fast, tough and kicks the ass of certain other games featuring certain other characters. This is the yardstick by which other games will be measured. ★★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT
Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200. ★★★

ZYCONIX
Accolade £24.99

AP19 63% LE
Decent mix of several puzzle-game standards (*Tetris*, *Columns*, *Klax*, you know the score), which doesn't really have enough character of its own to stand out from the crowd. All right, but unremarkable. ★★★

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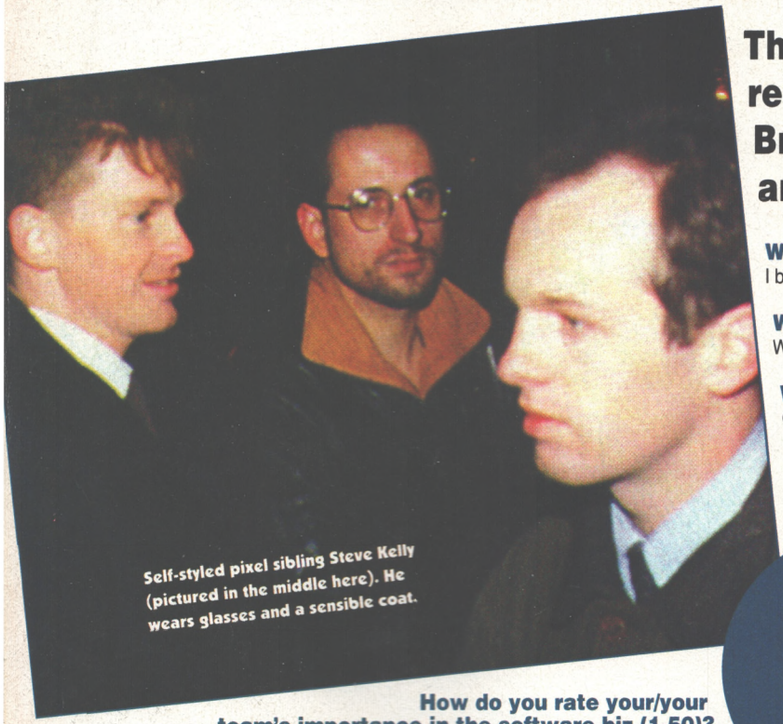

Self-styled pixel sibling Steve Kelly (pictured in the middle here). He wears glasses and a sensible coat.

They're not really brothers – and they're not really bitmaps. But they are the Bitmap Brothers, the most stylish games coders around. Founder BB Steve Kelly tells all.

What do you believe in?
I believe that one day there will be a Labour Government.

What was the first thing you said today?
Where's my bloody car? (It's been waiting for a part for two weeks.)

Who's your favourite historical figure?
Guy Fawkes. Firstly because there's still a drop of anarchy left in me from the late 70s, but also because he gave us Bonfire Night and it's the one night a year I can indulge my hobby.

What's your Number One object of desire?
Apart from my wife, I would love to own a red E-Type Jag, a copy of God Save The Queen on A&M Records by the Sex Pistols and, leading on from the last question, fireworks.

What have you got in your pockets?
50 grams of Old Holborn, a pack of blue Rizlas and a box of Swan Vestas. What a sad life, eh?

"What a sad life, eh?"

How do you rate your/your team's importance in the software biz (1-50)?
The past is full of teams and individuals who have deemed themselves 'important' to the software industry, and we have never claimed to be so.

If you could be in a computer game, which one would it be?
The monkey in *Donkey Kong*. It's my idea of bliss to throw things at Mario all day.

Is there anything or anyone you'd die for?
My wife and my vinyl record collection.

Would you vote for the Maastricht treaty?
Christ knows.

What's your favourite Bob Dylan song?
I love the silent bits between the tracks... I HATE Bob Dylan.

Are video games killing pop music?
No, I think pop music is killing pop music.

What would your autobiography be called?
'The Northerner That Never Came Home'. I came to London from Warrington 11 years ago saying I would return in two years... I'm still here.

What was the last book you read?
I'm wading through 'Lennon', a John Lennon biography, and a book about the London Blitz.

What's the nicest thing anyone's ever said to you?
Having my first game accepted for publication on the ZX81 was the best thing that has happened to me, so I suppose it was '47p royalty a copy'.

What one thing do you think would most improve the software industry?
Cutting back on the huge amounts of money moving out of the industry in the form of film licences, and re-directing that cash to development budgets.

What would you like your epitaph to be?
At last, I've given up smoking.

CURRICULUM VITAE

Mid-1970s
Became very interested in a *Pong* video game in a local arcade. Was even more fascinated when a car racing game came out. Spent all my money. Was this the start of a wasted childhood?

1977
Left school, aged 16. Started to play *Space Invaders* and *Galaxians* in the local pub *(Remember kids, pubs aren't big or clever. – Ed)*. Went on Electrical Engineering course at a local college, but left after three months, bored. Got a job at Currys to finance my video game habit.

1978-82
Left Currys due to back injury. Became totally addicted to video games with the launch of *Defender* and *Missile Command*. Bought Intellivision game console (the Neo-Geo of the 80s). Went on re-hab course and learned BASIC on a PET. Went on a course in Liverpool and learned PL/1 on an IBM mainframe. I decided at this point that I didn't want to write spreadsheets and word processors, so I bought a ZX81 and learned machine code from the listing of Z80 mnemonics at the back of the manual. Started playing about with games and sent a few off to a company called Mikro-Gen. Three of them were accepted – a *Frogger* game, a *Pac-Man* game and one called *Tempest*, based VERY loosely on the Atari video game, still one of the best video games ever created.

1982
Saw an advert for a job at Psion (yes, the organiser company). Went for interview and got the job. Came to London.

1982-5
Worked on various Spectrum games for Psion, including *Scrabble*, *Backgammon*, *Chequered Flag* and *Match Point*, and wrote a chess game and a drawing package for the Sinclair QL. I left Psion in 1985 as they became more involved in the Organiser series of electronic notebooks.

1985-7
Worked on various freelance projects, culminating when I met Eric Matthews whilst working on a game. I had already met Mike Montgomery whilst working on a QL version of *Scrabble*. We started work together on *Xenon 1*, and the rest, as they say, is history.

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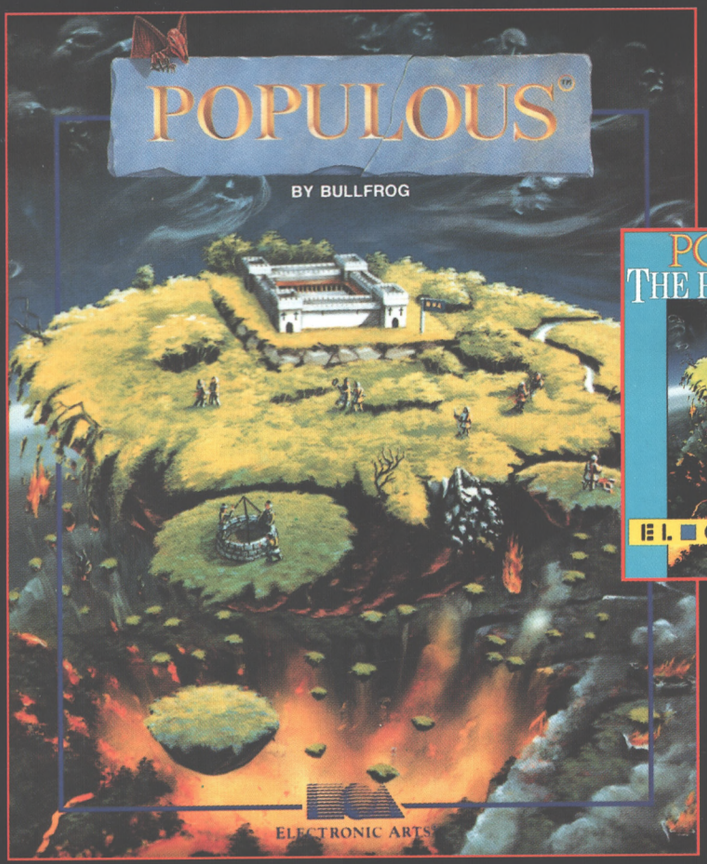

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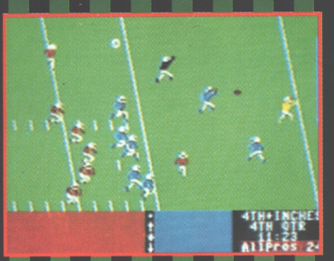

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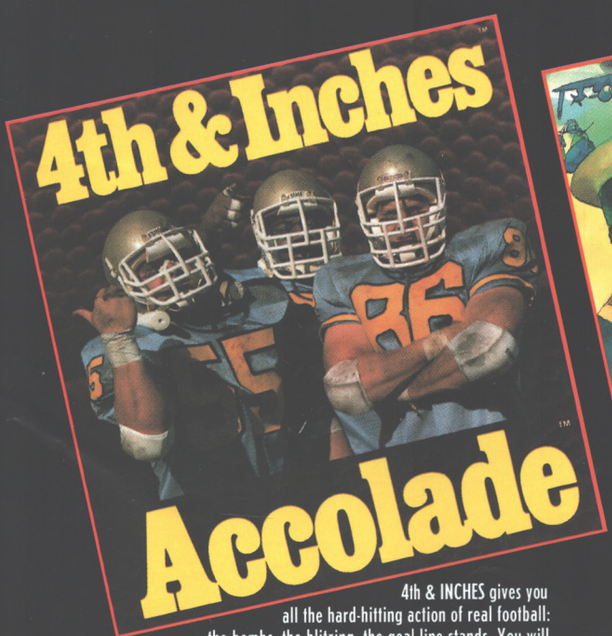

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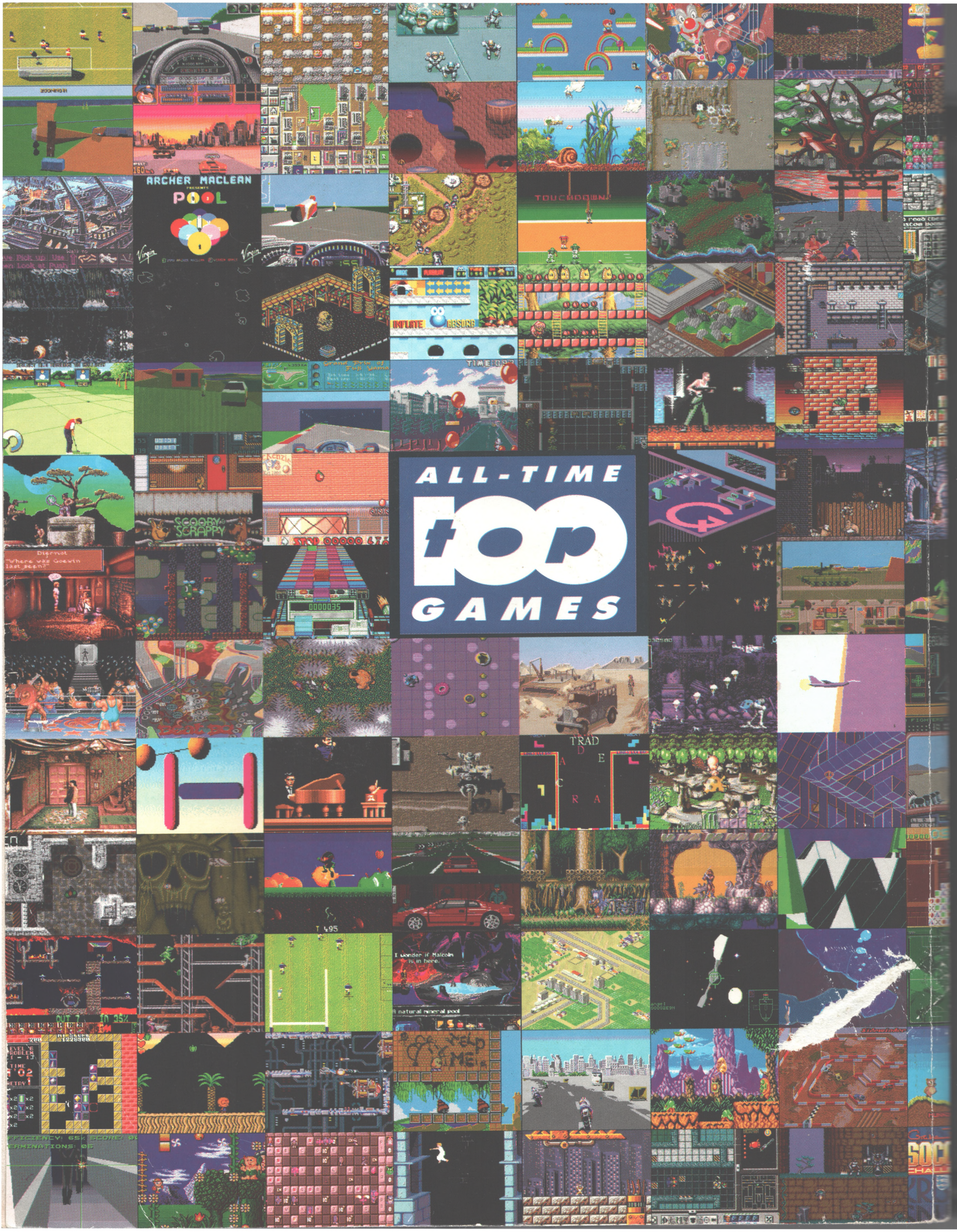
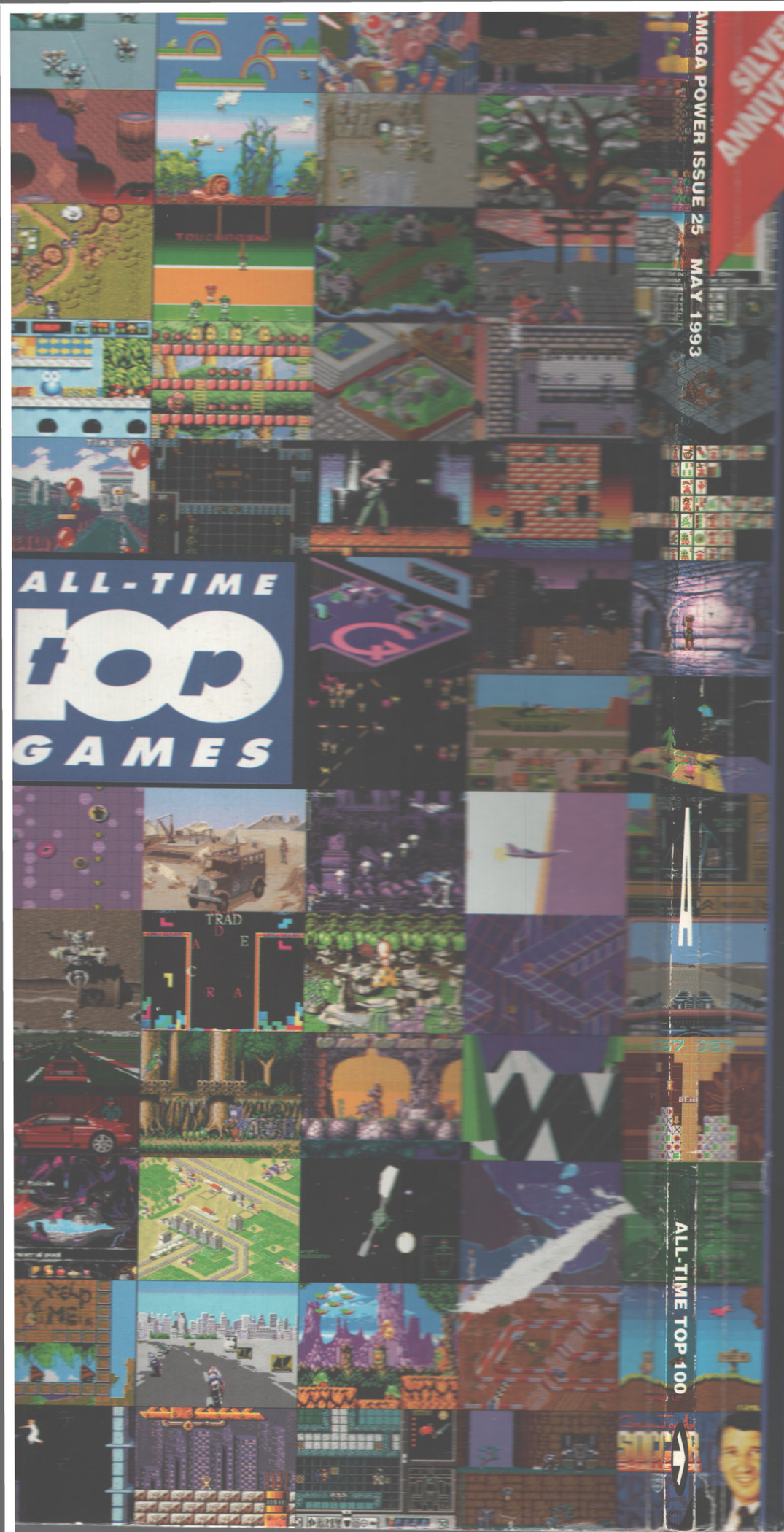


ALL-TIME top GAMES



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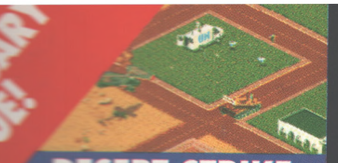

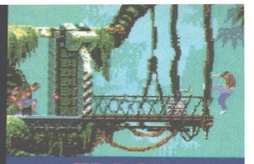

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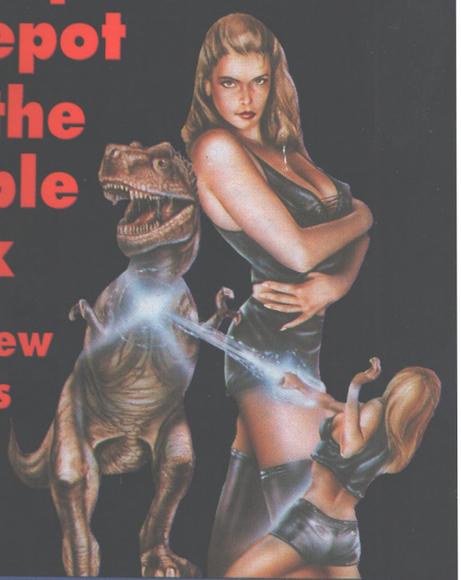
The superhuman saucepot and the terrible T-Rex

We review Loriciel's Entity inside



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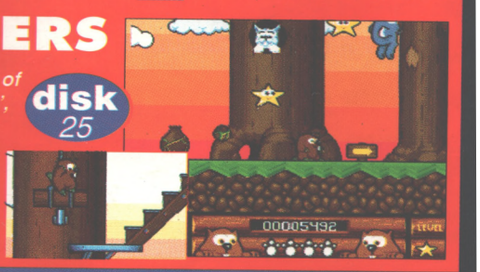

ENTITY

Huge full level with lots of lush scenery, a cute babe in leather boots and loads of dinosaurs – what are you waiting for?

AMIGA POWER one meg